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The Dang Hu Games



commented
by

Jim Z. Yu

The Dang Hu Games

Hi everyone!. It's an undeserved honor but a great pleasure to present a series of Ancient Chinese Go games here. The games were played in the year 1739, when my great great great grandfather was opening a small tea shop somewhere in Southern China. The two players, *Fan* and *Shi*, were among the most famous ones in Chinese Go history. Their fighting strength are said to be stronger than some pro 9 dans of today, and they were called, fittingly, "great national hands" (ever heard of an artistic term for "playing go" -- "hand talk"?). Both players were born at a same county, which was exactly the same place where these game were played. The county was called "Ping Hu", also known as "Dang Hu", and these games were concequently called "Dang Hu Games" or "Tanghu Games". In this year, 1739, Fan was 31 years old, and Shi 30. Both were at their prime time. These games showed their extraordinary skills and imagination; these games were not only the Go Bible of those days, but even today, they are regarded as the best classic work of Go in China. They played more than 10 games, but it seems to be a tradition that people prefer round numbers for important collections. Today, for example, they have the annual "top ten news of the year", and fans vote for the "top ten athletics of the year", etc. in China. Same thing happened to these "Dang Hu Games"; people later only collected 10 of them. But aren't 10 enough? I think every single game could bring us enough excitement. To make it a lasting event, I won't post 10 games altogether; I will post one game every two or three days. (Hey that's a good excuse. The truth is, I just finished the editing of the comments on Game 1. The comments are based on a book written by Chinese pro 9 dan Mr. Chen Zu-De, who was once the number one Go player in China before the younger Nie. My translation could be full of mistakes (which many people can't find), and for those who *can* see the mistakes, I will be greatly appreciated if you point them out. Finally, actually most importantly, I wouldn't have started to do this if I were not inspired by players on IGS (Internet Go Server; if you have not heard it, I am sorry you have missed an half year of fun). In fact, to express my special thanks to people (related to Go) who have greatly influenced me, I will dedicate each editted game to a person (anyone on IGS, watch out). Enough said. Better read the games than my words.

Jim Z Yu

Fan Xiping and Shi Ding'an

Fan Xiping (also called Fan Shixun) was born in 1709 in Haining. Just a year later Shi Ding'an (or Shi Xiangxia) was born in the same town, and these two were to become great (but friendly) rivals, their encounters culminating in a famous ten-game match at Pinghu. Who was superior it is hard to say, but they were certainly two of the greatest players China has produced.

They were born into rather different circumstances. It was the heyday of the Kangxi emperor (r. 1662-1723), a time of plenty and a time of great cultural and artistic development in the Qing dynasty. Fan was born into one of the families that ought to have enjoyed this prosperity, but which struggled because of go.

His father was addicted to the game and so neglected the family property. Then his son began to learn the game from the age of 3 (Oriental count) by watching his father play with guests. By the age of 6 he could make his own game records. The guests professed amazement and praised the boy. This only made the father determined to make him stronger, and so he spent more money on engaging famous players in the county, Guo Tangzhen and Zhang Liangchen, to instruct him.

As early as the age of 7 or 8 young Fan was able to match these two go masters Guo and Zhang, and soon he had surpassed them. They had no alternative but to take their leave of Fan's father and to recommend he find someone better qualified. Fan senior scoured Zhejiang province and found the Shanyin master Yu Changhou.

Yu, also called Yongjia and Donghui, was only of the third rank, well behind the level of the then guoshous (top masters) Xu Xingyou, Liang Weijin and Cheng Lanru. But they were of an older generation and he could claim to be first among the younger players. Zhang Mengjie said of him: "Being the son of a person of artistic distinction, he embraced the talents of a statesman and by nature he was indifferent to fame or gain. He did not enjoy scholarly advancement, but simply studied day and night the miscellaneous arts of a 100 schools. And he was also well versed in go... When young he disdained to play for money. Therefore good players from everywhere beat a path to his door." Under his guidance Fan Xiping advanced very rapidly, and by the age of 12 he was on a par with his teacher.

This astonishing advance in Fan's go skill naturally attracted attention within the Shi family, and the 11-year-old Shi Ding'an was therefore brought by his admiring father to pay a courtesy call. In his famous book "Yili Zhigui" (Guide to go theory), Shi said: "My fellow townsman Fan Xiping was one year older than I and accompanied Yu Changhou of Zhejiang on his travels. When he was 12 his name ranked with that of his teacher, and therefore I admired him and followed him as a student."

Shi was apparently inspired. He had been born a year after Fan Xiping in 1710. He was also called Shao'an and later by the commonly used courtesy name Xiangxia. For generations his old family had won literary honours and were well known in Haining. His father, it was said, was "versed in literature, good at calligraphy, he could also paint orchids and bamboos. In his late years he often stayed at home and burned incense

and played the zither, and played go with visitors."

A man who had the four traditional artistic accomplishments of the zither, go, literature and painting would naturally want his son to follow in his footsteps, and so Shi Ding'an entered a private school to learn his books and the zither. But from childhood Shi was "dull and quiet, his body was thin and he suffered many illnesses." He was therefore also allowed to learn a little go, for recreation. Despite his reputation for dullness up till then, he suddenly blossomed and became a co-pupil with Fan - as the Chinese charmingly put it, they shared the same window at school. At first Shi took three stones from Yu, but within a year, at the age of 12, he was playing him level and vying with Fan.

Yu then took both pupils to Hangzhou to visit the grand old man of go, the 78-year-old Xu Xingyou. Xu played both of them, giving 3 stones, and helped them play over games with commentaries. His insights fascinated the two youngsters. Xu presented them both with a volume of his great and valuable collection of commented games, "Jianxian-tang Yipu."

In 1723, Fan was 15 years old. Tradition has it that in this year he played a match of 10 games with his teacher. Yu Zhanghou lost them all, and so it was time for Fan to move on. Only seven games between Yu and Fan are extant, and there is just one between Yu and Shi (taking four stones) but it is believed to be a later forgery.

At this stage Fan was still classed as a guogong. According to the memorial tablet on his tomb he reached the supreme grade of goushou a year later at the age of 16. Shi Ding'an became a guoshou slightly later than Fan, and according to one source, Zhang Shida in a preface to "Yili Zhigui," it was not for several more years. This may be based on the fact that, in 1730, when Shi was on a visit to Huzhou (modern Wuxing in Zhejiang Province), he met the two great players Liang Weijin and Cheng Lanru in the government office of the envoy of Tanggaitang and played with them, taking first move. This may have been out of politeness. At any rate, in 1732, Shi visited Xianshan (Wucheng in Zhejiang Province) with Liang Weijin and proved himself his equal as a guoshou there.

It was at the springs in Xianshan that Shi supposedly made great strides when Liang explained to him that a game of go was like a spring whose waters go only where they can go and stop where they have to stop.

About this time Yu Zhanghou took his two pupils to visit Qian Zhangze of the great Songjiang clan. They were treated with unusual politeness. Qian Zhangze was only of the third rank in go, but his discussions of go theory were relatively sophisticated, and on this occasion he talked volubly about old and modern go theory, much to the benefit of Fan and Shi. Fan and Shi themselves became even more celebrated after traveling to Songjiang. This was a time for cashing in on that fame, and so their paths diverged.

This was a time when China enjoyed enormous depth in go, with many rich families willing to sponsor games or hire players. Apart from the old guoshous already mentioned, the famous names of the period include Li Buqing, Tong Hezhong, Zang

Nianxuan, Chen Yuanyou, Zhou Chunlai, Wu Laiyi, Jiang Zaibao, the monk Guanru and many others. One player, Hu Zhaolin, was nicknamed Ironhead (he had a violent attacking style) because he was so far ahead of his own circle where he had a record of "100 games, 100 wins." Yet against Fan he had to take 2 stones. The others who played with Fan and Shi, about 100 in total, all took 3 to 9 stones. The benefit for us is that several hundred handicap games by Fan and Shi remain.

There is a story about an encounter between Fan and Ironhead. They were in the middle game and Hu already felt the game slipping away. So he feigned indisposition and adjourned the game. He then dispatched a messenger to show the position to Shi Ding'an and to ask him how to retrieve the situation. When the game with Fan resumed, Hu was armed with Shi's moves and his prospects visibly improved - but by then Fan had guessed what had happened. Hu was evidently something of a character. He was a salt merchant who liked to wrap strings of cash round his waist. Whenever he played Fan, he would convert captured stones to silver coins - presumably to encourage Fan to join him in the wild attacking games he favoured.

Fan traveled as far as Beijing in 1736 and this gave rise to a most peculiar story in which Fan was supposed to have played Huang Longshi first in a previous existence. His alter ego had died after coughing up blood at the go board. Then he played him again in his own body, but this time it was Huang who died at the board, croaking that it was retribution. Dates are rarely given by Chinese writers, and as here they rarely let chronology spoil a good story. (Episodes of coughing up blood at the go board were famous in old Japan - just possibly this story is based on accounts filtering out of Japan.)

Formal games between Fan and Shi then were a rare event. According to an anecdote by Hu Jingfu, Fan and Shi played a 10-game match at Beijing University and Fan won 7-3, but no other record of this has been handed down. But there was obvious interest in pitting them together.

In 1739, when Fan was 32 and Shi 31, Zhang Yongnian (also: Danjiu), from a well known go family in Pinghu, employed both of them for a year to give advanced go tuition to his sons. Five generations of the Zhang family had been good at go, and his sons Shiren (Zhenxi) and Shichang (Yuanyan) were of the third grade. In go circles they were known as the Three Zhangs. Throughout this year, Fan and Shi played many handicap games, and picked out 28 especially fine ones for inclusion in the book "San Zhang Yipu" (Go Games of the Three Zhangs).

At the same time, they apparently asked the two great masters to play each other. This was the origin of the celebrated "Ten games of Tanghu". Tanghu, which has erroneously been identified as the famous West Lake near Hangzhou by some western writers, is an old name for Pinghu in Zhejiang Province.

These ten games are not mentioned in "Go Games of the three Zhangs", nor are they even mentioned in the preface. It is far from clear if they formed a match, or whether there were just ten games. Moreover, alternative records of some of the games exist. They appeared for the first time in Zhou Xiaosong's "Xinjiu Yipu Huixuan" (Collection of

Go Games Old and New). The the great collector and publisher Deng Yuanhui of Wuxi published a special volume "Fan-Shi Shiju" (10 games of Fan and Shi) in his compilation "Si Da Mingjia Yipu" (Games of Four Great Go Masters).

The huge compendium of Fan and Shi's lifetime games, the "Haichang Er Miao" (Two Geniuses of Haining) then added a private copy of another game in the late 19th century, making a total of 11. Some claim there are really 13 games.

Accepting the ten games that today are put forward as their "ten-game match", the score would be 5-5. Eight of them are close games, and without doubt masterpieces. In his book Deng Yuanhui described the players thus: "Fan was marvelous, lofty and far reaching, like a supernatural dragon, changing so that no-one could tell his head or his tail. Shi was profound and precise, like an old steed galloping but never losing its step." He also said, "Shi was like the ocean in great flood, containing much that is profound. Fan was like the high mountains, with aspirations that were lofty and marvellous."

As this implies, despite their shared youth Fan and Shi were different both in temperament and in go style. Fan was upright and guileless, but self possessed. On the go board he was bold and uninhibited, allowing his fancy to run free. He was always experimenting and going beyond what others expected. Li Ruzhen, a famous scholar of the time, who was also a go player, said: "Fan's attitude to go is like Duke Mu of Wu's to generalship: he does not follow the ancient methods, but is all conquering."

Shi, however, studied at private school as a child for the literary examination for entry to the civil service. He became proficient in poetry and in the zither. On the go board he was noted for his accuracy and steady and cautious style. His knowledge of go theory was profound and thorough, and he planned carefully. A poem he wrote said: "To answer without thinking leads to many defeats."

He took infinite pains and played very slowly. This was in direct contrast to Fan, who was marvellously quick. According to the storytellers, Shi sometimes would not play a stone till sunset, while Fan would go on a picnic or sing songs, or even lie down on a bench and take a nap.

In middle age Fan married and went to live with his bride's family in Jiangnin (=Nanjing). His go activities were constantly moving between Suzhou, Yangzhou and Taicang. In 1746, when 38, he accepted an invitation by Bi Jianfeng of Taicang to teach his grandson Bi Yuan. Bi Yuan (1730-1797) passed the civil service examinations to become a jinshi and was appointed governor of Huguang (= modern Hunan and Hubei). He was a talented poet and prolific author, and studied go with Fan for 17 years, taking 3 stones. It was considered a great honour for Fan to teach such a famous pupil.

Shi Ding'an, having passed 50, lived in Yangzhou for several years as a go instructor, but he had very few pupils. He died in 1770. Fan's date of death is not known. There is a source that implied he lived to over 90, but given that a record of his tombstone memorial had already been published in 1797, we can safely assume he was dead by

then.

Apart from the legacy of their games, however, we are blessed with famous go manuals. In 1762, when Shi was 53 in Yangzhou, he wrote "Yili Zhigui". Five years later, now in Suzhou, he had his pupil Li Liang compile "Yili Zhigui Continued." Because it was written entirely in rhymed verse and contained many technical terms, it was notoriously difficult for the general reader, and so Qian Changze of Songjiang rendered it into a popular version, "Yili Zhigui Tu." This was the version that became famous. Shi was also the author of "Zi ni er zi pu" (Self-made two-stone games) and other instructional works (including go proverbs). He also edited versions of earlier classics.

Fan Xiping's most famous work is the "Tao Hua Quan Yi Pu" (Peach Blossom Fountain Go Manual). In 1764, when he was 56 and also living in Yangzhou, he was visited by Bian Wenheng of Yizhi. At that time Shi had already published his "Yili Zhigui." Having read it, Bian asked Fan for his comments. The result was his own book. The Yangzhou Salt Commissioner of the time, Shi Gaoheng, like many merchants, wanted to ingratiate himself with men of letters and to pose as a man of culture. He therefore sponsored Fan's book and named it after an old brine well beside his government office. In fact, he also diverted funds illegally from the government office to pay for its publication.

Fan's book caused a sensation among go players, and editions appeared everywhere. It was so popular that for a time it was famously said again that "paper became expensive in Luoyang." This refers to the story of Zuo Si during the Jin dynasty (265-420) who wrote some poetry that others copied to such an extent that the price of paper rose. Like Shi, Fan also wrote a book called "Zi Ni Er Zi Pu" and he also helped Qian Zhangze collate the "Canju-lei Xuan" (Selection of tsume-go).

The 1^o game in the Dang Hu series.

White: Shi Xiang-Xia

Black: Fan Xi-Ping

Date: 1739 Place: Dang Hu

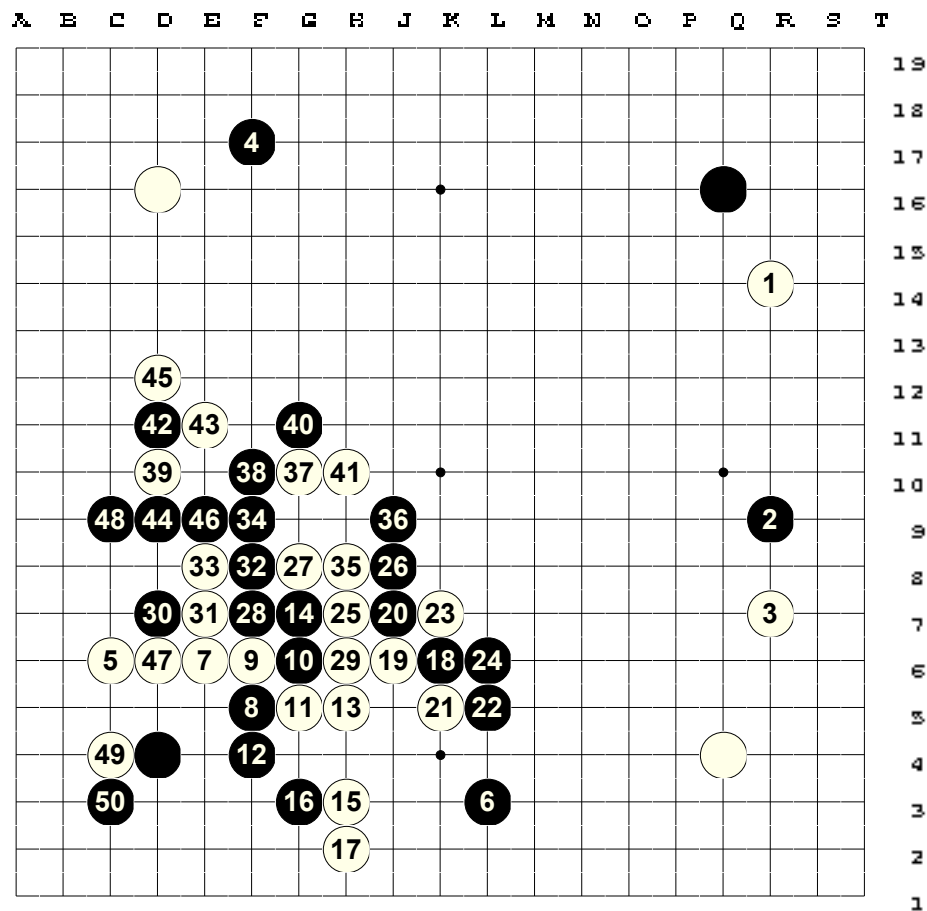


figure 1 (1-50)

Four stones are placed on the board (as shown) before the first move (white). They are called "seated stones." Because of these "seated stones," the opening of ancient Chinese games were rather simple and dull. However, the midgame fights became extremely violent, and ancient Chinese players were good at fighting.

Black 2: A move hardly seen in modern games. It's hard to understand why B would allow enough space for W to play R11. Apparently, ancient Chinese players were confident of their fighting strength.

White 7: Ancient style.

Black 10: F5 and G6 is a common joseki.

Black 18: Attacking W while B's corner is not yet settled. Fan (playing B), however, abandoned such a fierce move later in his career; he chose (B first) C5, B5, B4, B6, F2, and J6 instead. The latter choice would be more acceptable by modern players.

White 23: If W atari at L6, B would gain outside potential. Also, when W C3 invading the corner, B has (B first) C4, B3, and a good B move at B6.

Black 30: This is a common technique under this situation.

White 39: By far we've witnessed a wonderful fight starting with B #18 (K6). The moves

are tight and strong. Breathless.

White 43: E11 extremely strong! And later moves will prove that this is the right move. Looking back, B G11 should play at D11 directly. (G11 was a "casual move.")

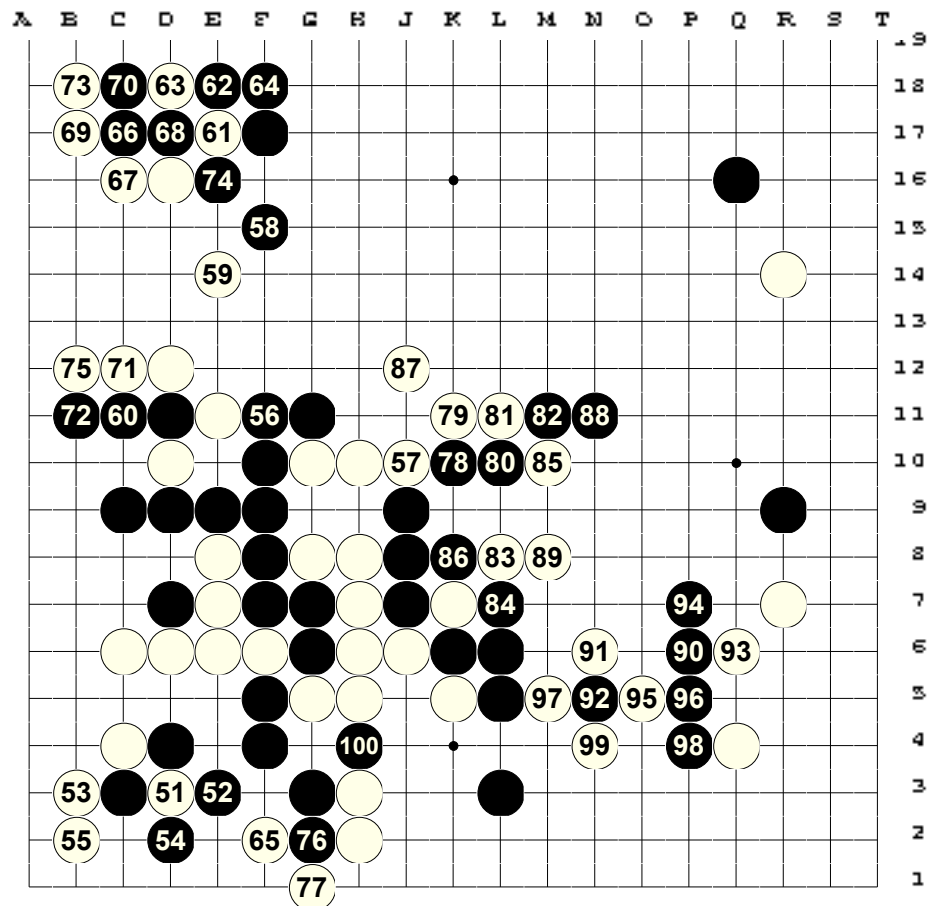


figure 2 (51-100)

White 51: C4 and D3 are good moves. And at the good time.

White 55: Up to here, W has on one hand strengthened his upper left part, on the other hand, he could kill B corner with F2. Great success by W.

Black 58: If B plays G2 now, W F16 and B is cut into two parts, which will do no good to B. F15 on the other hand, strengthens F17 and aims at W corner.

White 59: Strong move to defend.

White 65: E17 was sente, then F2 to capture B team. W is clearly leading.

White 75: W chooses a simple way to settle the corner. Not a bad choice when he's leading. (Actually, B18 could play directly at B12.)

Black 82: Locally speaking, M11 is too strong. But B is trailing, so to make the situation complicated might help him.

White 83: Hits at the right spot. If M10, then B L8 and W has no good move to follow.

Black 84: It's better to play at L9. Then after W J12, B M12 would be strong.

White 89: To here, B's shape is not thick, thus the chance to effectively capture the 3 W stones doesn't stand good.

Black 90: Attempting to surround W stones in a big way.

White 93: Not too good. M5 would be a strong move, and W is promised to have some

profit. Q6 is a safe move for the leading W.

Black 96: If N7 instead, then W simply N4 atari, and that would give W sente to play R11.

White 99: Could also consider to play K9.

Black 100: Tests W's reaction. Great timing! W probably overlooked this good move by B.

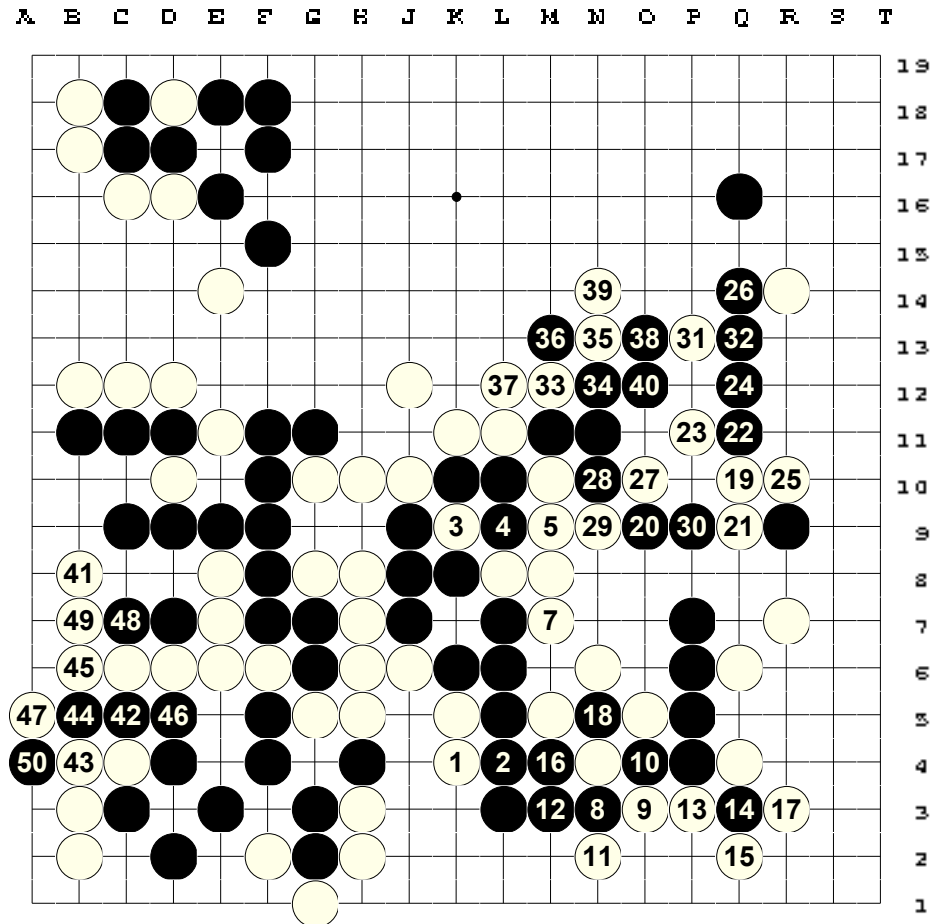


figure 3 (101-150)
6 at 3

White 101: Mediocre move. But variations show that W can't have good result anyway, so even though he knows that K4 isn't a good move, he has not better choice.

Black 102: Now B has N3 and B stones at lower left have a chance to live again!

Black 118: M4 and N5 don't reduce W's liberties from outside, and that's against common sense. Obviously, B is preparing for revival of the lower left corner.

White 119: Good. Force B to protect at O9.

White 121: Capturing a B stone; gain big.

White 139: W sacrifices the upper right stone, strengthening the middle and getting sente. Now, if W can finish the lower left corner cleanly, it's still W's game.

White 141: But at this very key moment, B8 is unexpected. Should be B7. Now the corner is not clean. Black 144: C5 and B5, good.

A B C D E F G H J K L M N O P Q R S T

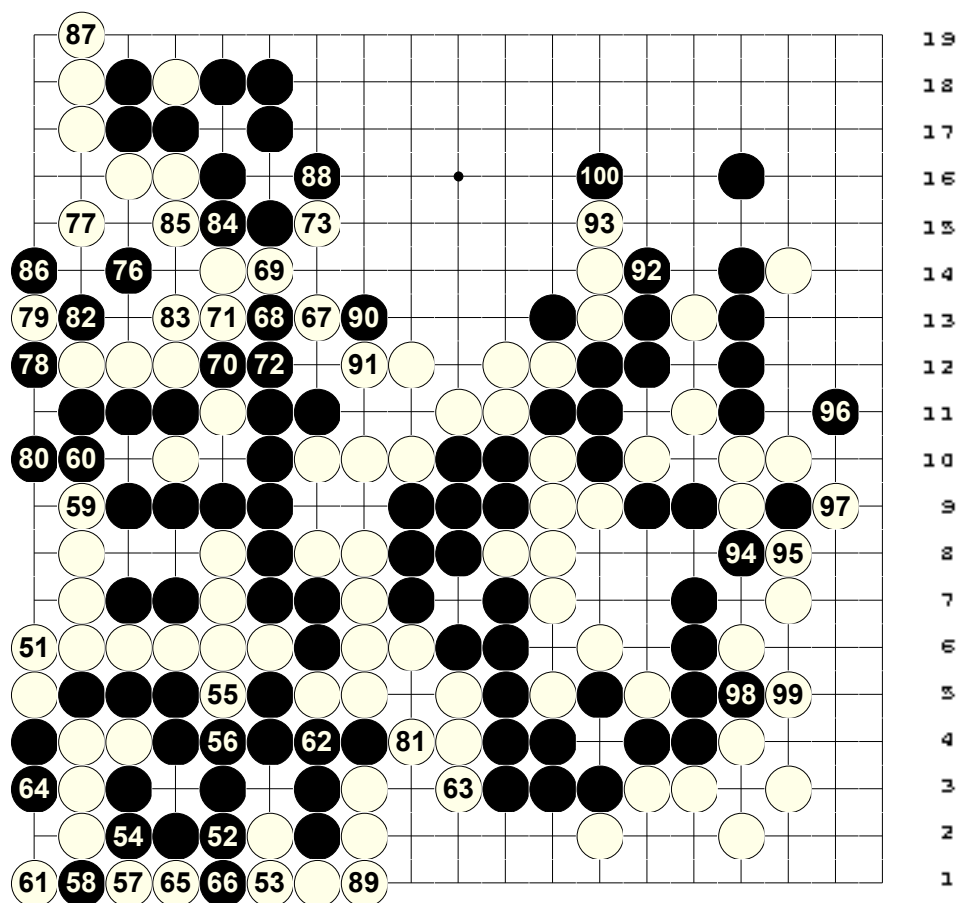


figure 4 (151-200)
74 at 58; 75 at 57

White 153: Mistake! W apparently miscalculated here. No matter it's about liberties, or territory, or preventing B from living, F3 should be the move. W's miscalculation could have started with B8. With the big mistake by W, the table is turned around.

White 165: W better save this exchange with E1.

Black 166: Up to this point, lower left B stones can live either by seki or ko, while W has lost every chance.

White 169: If W plays E12 instead, B can escape with H13.

Black 176: Test W's reaction. Good timing.

White 181: If plays at B13, B has (B first) J3 (there's no W stone at J4 yet), J2, H1, and F3 (later K2).

Black 192: O14 solid.

Black 200: With a series of sente ending moves, up to this point, B can either take the corner or the side, and B's victory is insured.

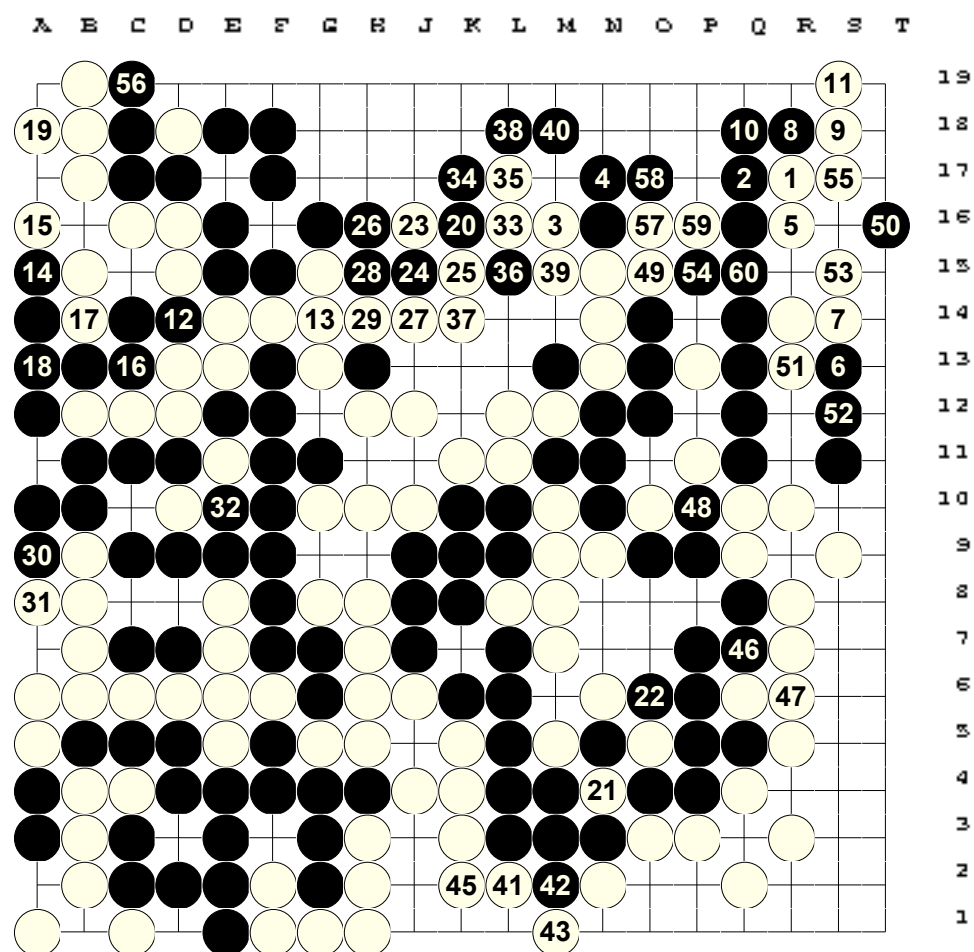


figure 5 (201-260)
44 1 point above 21

Black 260: Black wins by 7 zi. (one 'zi' is about equivalent to 2 points of the normal count.)

The 2^o game in the Dang Hu series.

White: Fan Xi-Ping

Black: Shi Xiang-Xia

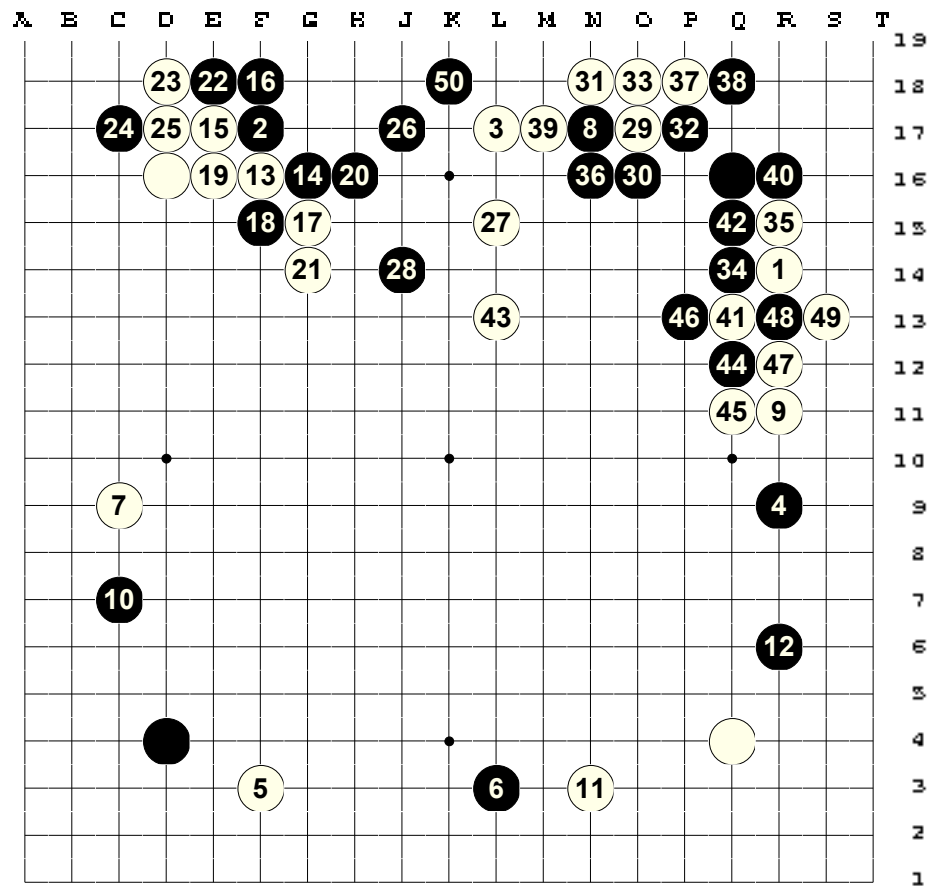


figure 1 (1-50)

White 13: Obviously, W intends to develop a potential at the left.

White 21: To here, it's a joseki even used today.

White 23: Here is a difference: D18 would be at C17 nowadays. This is due to the different Go philosophy: Today, players would hate B to peak at C17; those days, however, players would rather have a "bad shape" of stones, they wouldn't let opponents to easily settle down (note D18's effect on B F18 group).

Black 26: This point (J17) is related to the "roots" of both sides; extremely important.

White 29: O16 is a common invading play seen in ancient records. Today, W would play P15. After B P16 and W O15, B has to protect the corner with S16. Then W can play at L13, smoothly going.

Black 34: Q14 is to protect W P15 (if B plays N16 now, W P15 would give B headache).

Black 42: B certainly wants to play K18. However, W Q15 would be difficult to handle.

White 43: W could consider K18 first. After B J18, W L13; that would be better.

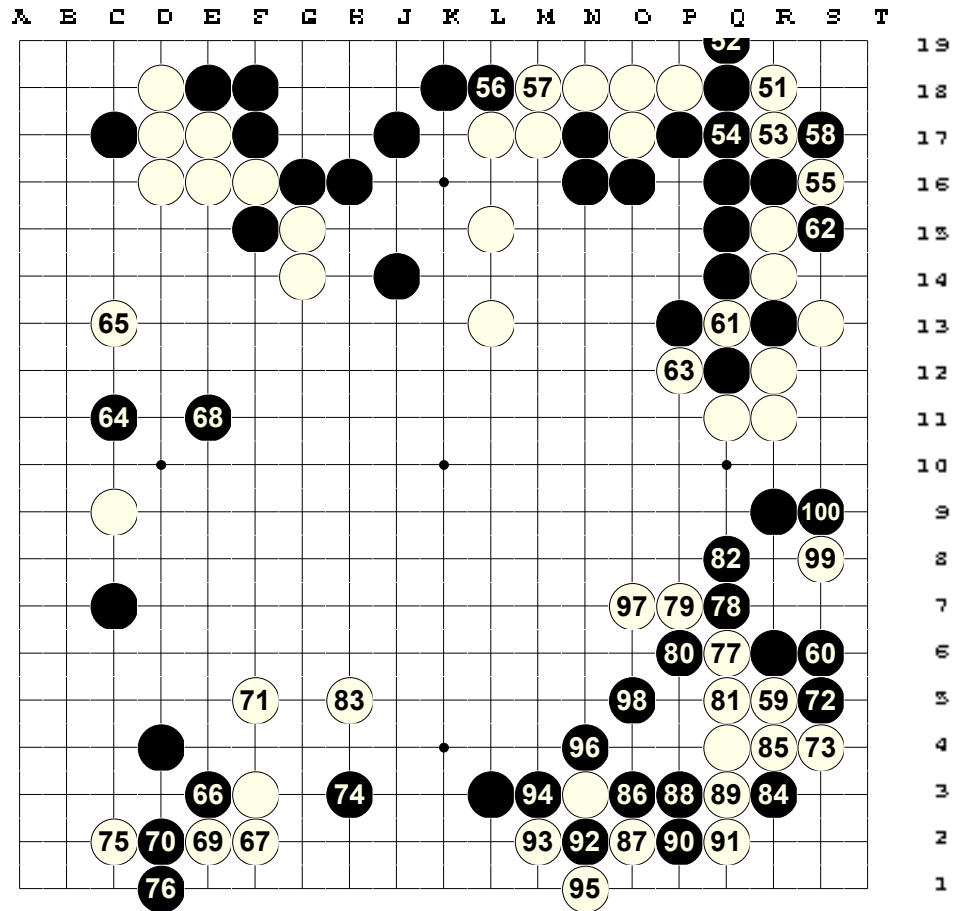


figure 2 (51-100)

White 51: Good timing.

White 63: Let's pause and take a look. Locally, W is advantageous -- after taking two B stones, W is thick and thus weakened the three B stones on the right. Globally, however, B lived all the stones at the top side (quite a bit of territory), and B gains sente (remember W played first). So B should be satisfied.

Black 64: Invade. Biggest point on the board.

White 65: B still has C18.

White 67: Interesting note: to E3, W normally plays either F4 or F2. But in almost all the ancient Chinese games, W responded with F2. Can't guess why. However in this case, F2 is correct.

Black 74: B certainly would like to have E6. But after W L5 and B M4, Q6 would be a very good point for W.

Black 76: C2 tests B's reaction, and B doesn't give in. Thus conceives some unexpected variations later on.

White 77: Better to play H5 directly.

Black 82: Now W can't kill this B group: if (W first) S8, S9, S7, B has then good moves of T7 (then W O7) and P9.

White 83: So W wisely chooses W H3 and L3 as the new targets.

Black 84: W has to make a decision here. If Q3, B S3 and the corner becomes B; also, the B group at the right is easily settled.

Then W has to bet all his money on the attacking upon H3 and L3.

White 85: W obviously can't make up his mind (to give up attacking B Q7 group). With this R3, Q3 exchange, B O3 would be powerful.

Black 86: Now, if W plays O4, then (B first) N2, O2, P3, M2, and B P4 would force a collapse of W. If W plays N4, after B N2 and W M2, B has a good move in P2, and W's corner would be killed. If W plays another variation at M3, W would still fail after (B first) O4, L4, and Q3.

White 87: So O2 is the only choice.

Black 98: To here, W only manages to live a small part, and B is clearly successful. Fortunately for W, he gets sente to have a play at the lower left corner.

White 99: Too early. Should save.

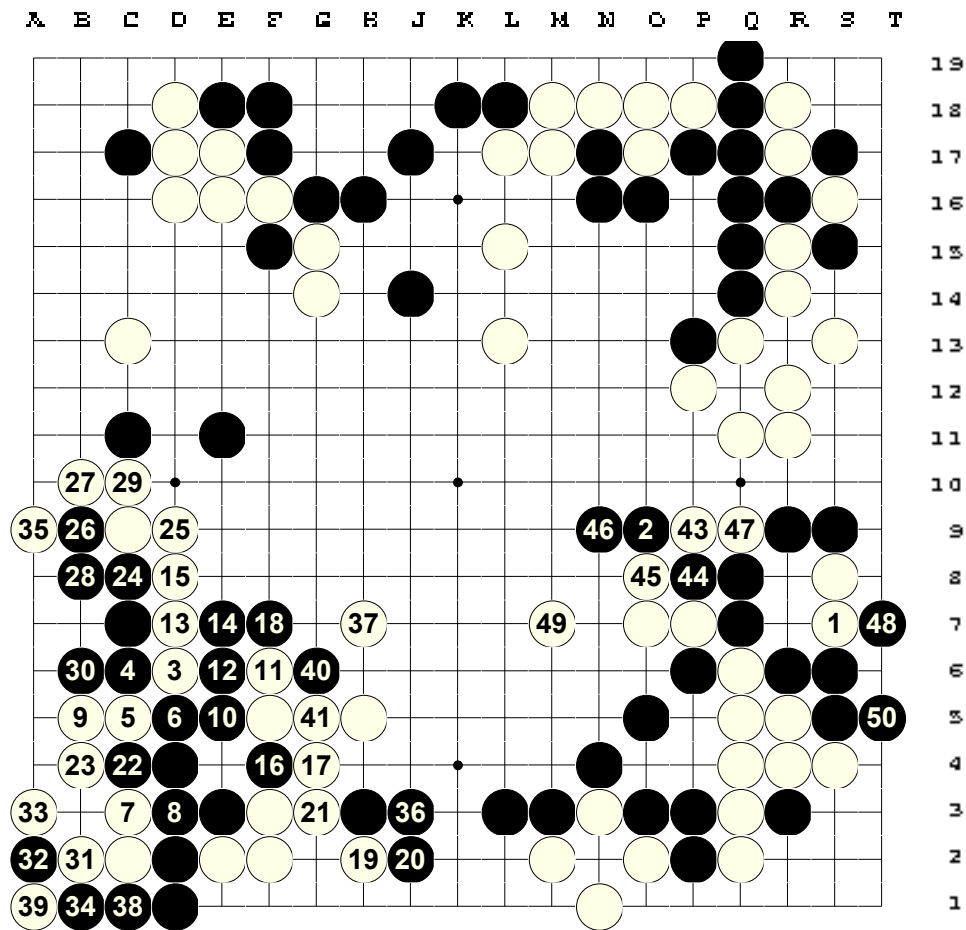


figure 3 (101-150)
42 at 32

White 105: C5 is the only do-or-die strong move. If D5, B would play C4 and W's territory would come up short.

Black 110: E5 looks clumsy, but it's in fact the key point. If F4, expecting W G4, then B F4 would be a very good move. However, against F4, W has E5 instead, and the result would be W swallowing C11 and E11 two B stones.

Black 118: F4 and F7 are powerful.

White 119: W certainly likes E9, but giving up H7 to B, and W's lower group could be in danger.

Black 124: Great move!! B is showing some tremendous calculation ability here.

Black 134: B makes no mistake and creates a big ko.

White 143: W doesn't have any good ko threats.

Black 150: Good move to live. If T8, which looks like a move to live, W would have T10, hitting the right spot, and B would have to live by ko. (The sequence after W T10: S11, T11, T5, T9, R7, T6, T8, S10, R8, T7, T8, T7, and S7; ko.)

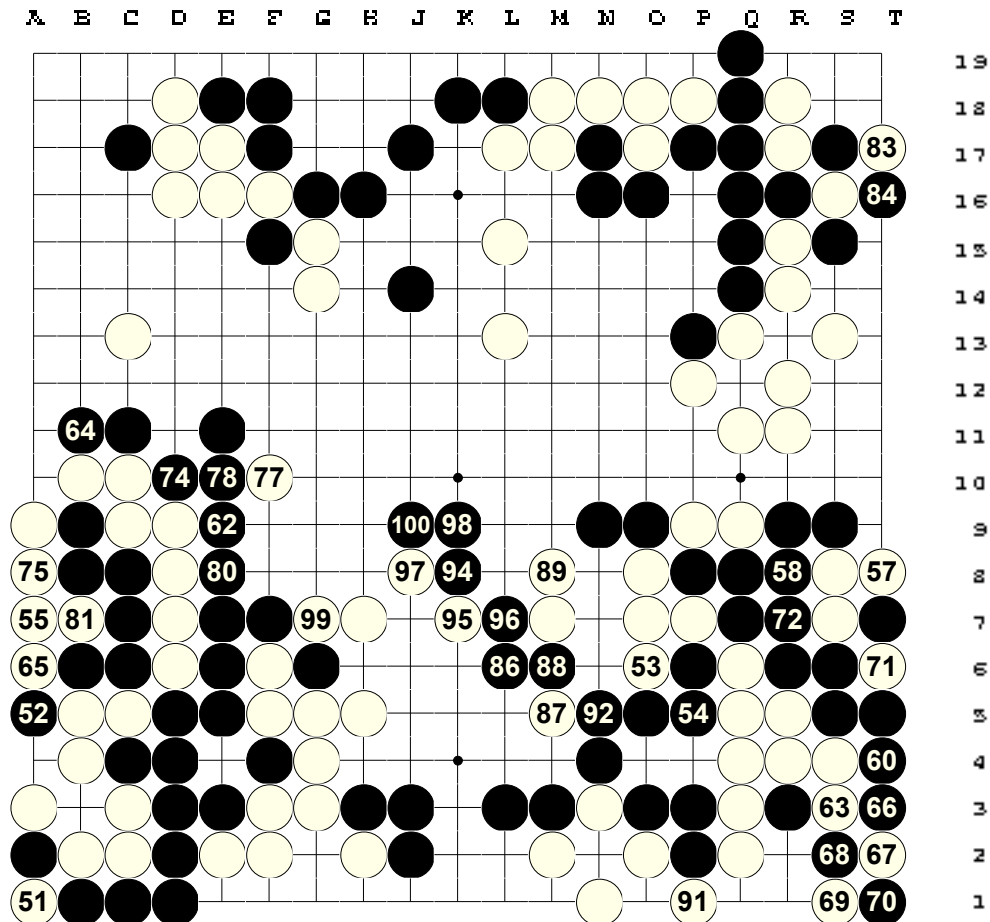


figure 4 (151-200)

56 1 point above 51; 59 at 51; 61 1 point above 51; 73 at 67; 76 at 70; 79 at 67; 82 at 70; 85 at 67; 90 at 70; 93 at 67

White 155: Losing move. Right now the corner is a so-called "loose ko"; that is, no matter who wins the ko, he needs one more move to capture. So F9 is an important point for W now.

Black 160: Mistake. Should play E9 now.

White 161: W missed the chance. F9 is still the crucial point. After B G8, W A2 and the outcome of the game is still uncertain.

Black 162: With this move and a series of sente moves followed, B gains global thickness, while W is in pieces. Game over.

White 163: Editor: okay it's not over. :-). There are about 130 moves left, so I need to explain somewhat: each player put some bets down before the game; the more one

would win on the board, the more money he would win. So they would play till the end.
(No comments rest of the way except an overview at the end.)

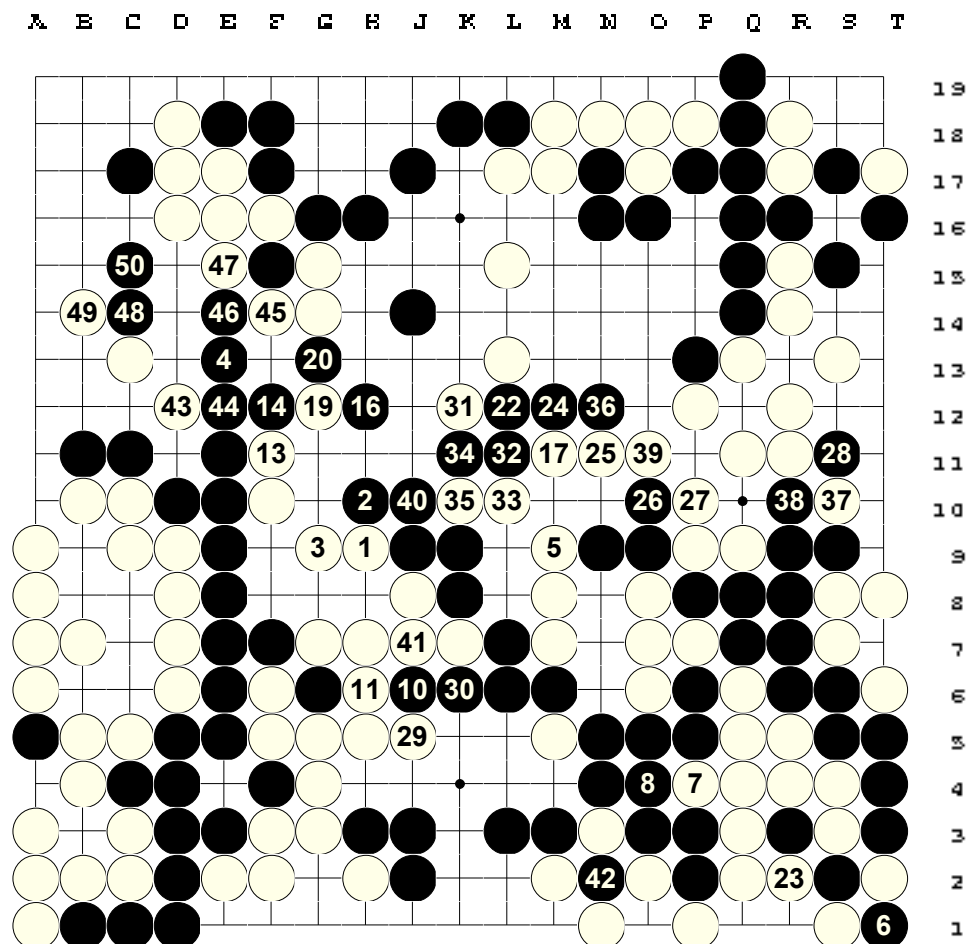


figure 5 (201-250)

9 1 point above 6; 12 at 6; 15 1 point above 6; 18 at 6; 21 1 point above 6

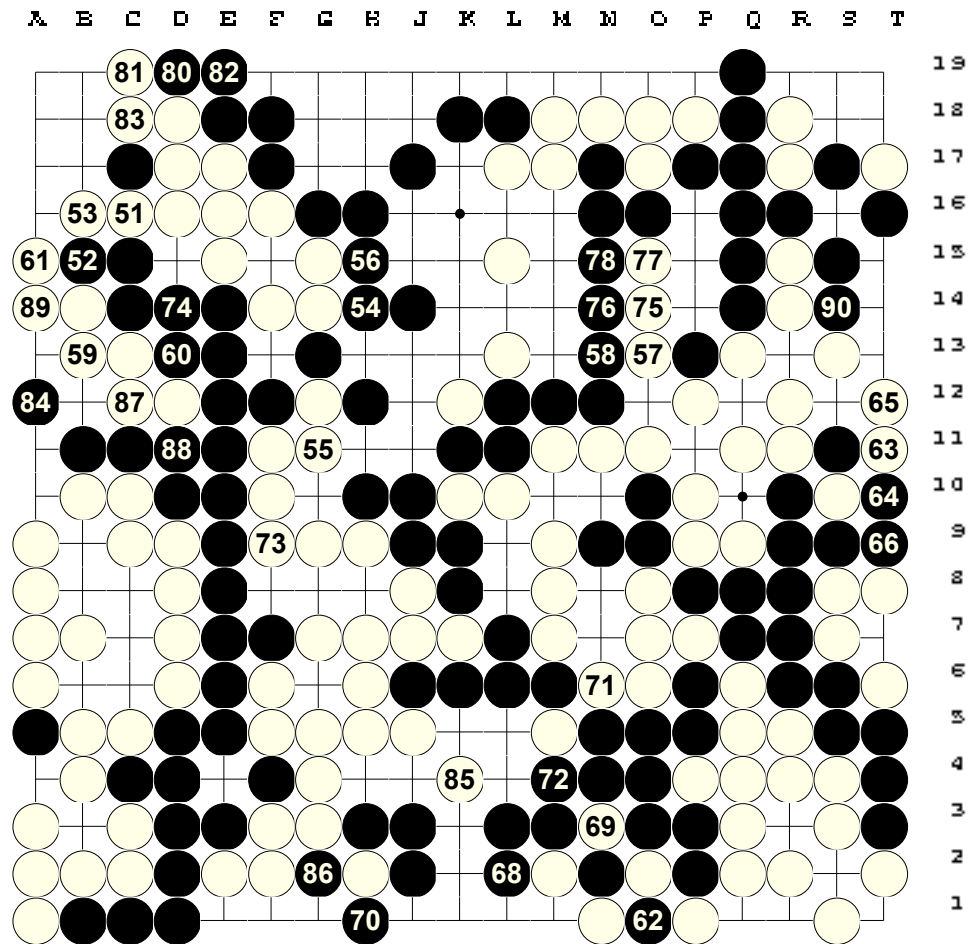


figure 6 (251-290)
67 1 point above 62; 79 1 point below 69

Black 290: Black wins by 15 1/2 zi.

Overview: although each player made some mistakes, this is still a great game. W 105 turned a black corner white, but B came right back with a great move 124. Wonderful game.

The 3^o game in the Dang Hu series.

White: Shi Xiang-Xia

Black: Fan Xi-Ping

1739, Dang Hu, China

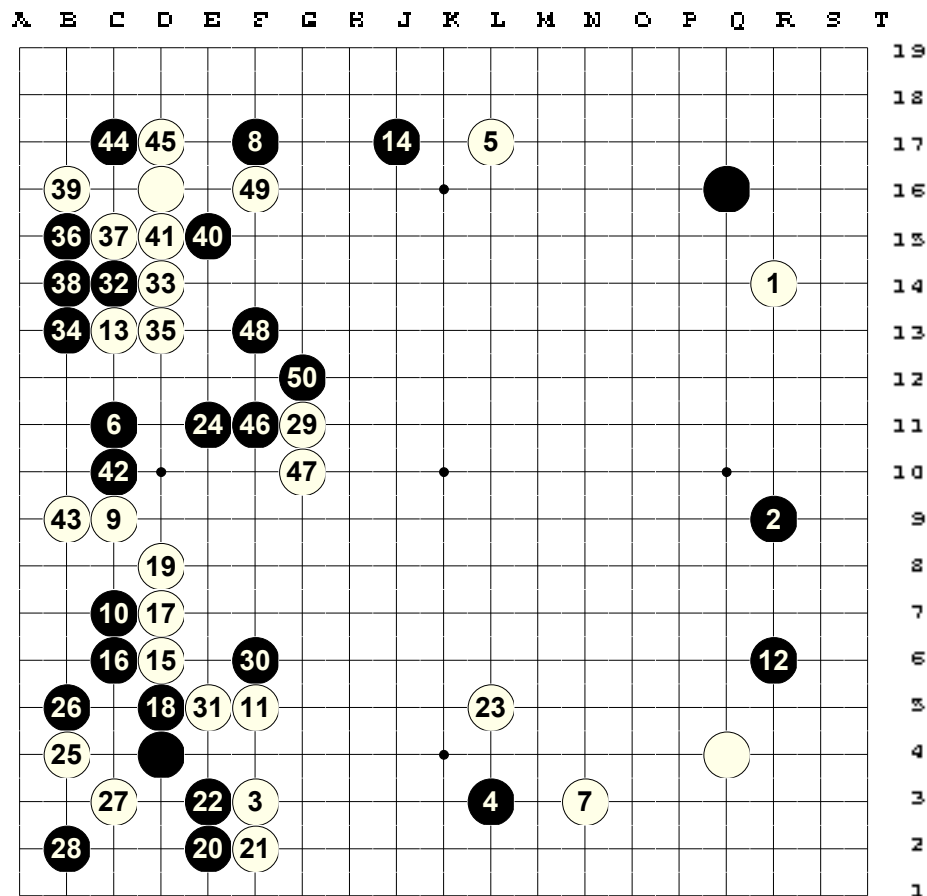


figure 1 (1-50)

White 11: Ancient style. One on hand, it isolates B L3; on the other hand, it offers help to W C9. Nowadays, however, this move is usually played at C13 since W C9 won't be easily attacked.

Black 12: Again, today, this move would be played at C14 to isolate W C9.

White 13: Overall, despite the different styles, the principle of Go has been the same.

Black 14: Very common in ancient Chinese games. But in this game, this move is not appropriate.

White 17: W D6 and D7 are tight and strong, great timing too. Perhaps B overlooked this severe move by his opponent.

Black 18: If played at C4, B looks like to get sente but in fact he will not (after B C4 and W C8, if B plays somewhere else, W has D2).

White 19: Previously isolated C9 and F3 two W stones now are connected, thus W obtains remarkable potential.

White 49: Powerful. And B C17's inappropriateness is even more clear.

Black 54: B F10 and G9 seem to be too strong. But B is clearly trailing, so there is no way but applying a fierce attack on W's corner, hoping a result that would influence the center.

Black 58: Key point of attack.

White 59: Almost the losing move. G17 is simple and clear. If B C16 to get the corner, W F18 and B's overall territory still can't compete with W. F18 could be the strongest move against W G17, but W G16 is cool. After B G18 and W J16, W's lead is clear.

White 65: Thin, but no other choice. If W doesn't attempt to reduce B's forces at middle, upper left's W group would be in a more dangerous situation.

Black 68: Big mistake.

White 71: To here, a seemingly won game by B becomes complicated again. B E14 could be at J15.

White 87: B H15 and W G16 are both mistakes. When B H15, W H19 and W can kill B corner by one liberty -- B H15 wouldn't have worked and W G16 missed it. This kind of calculation should have been trivial to Fan and Shi. It's incredible that they made these mistakes.

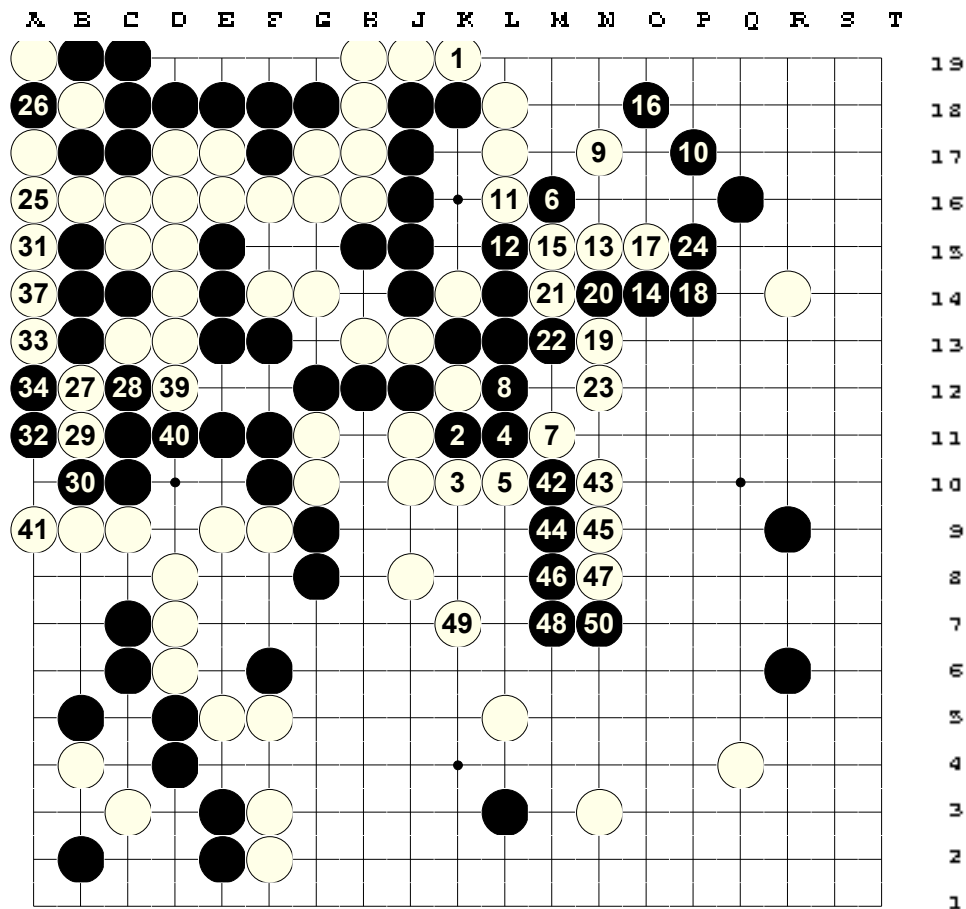


figure 3 (101-150)
35 at 27; 36 at 29; 38 at 27

Black 104: Up to here, local fight comes to a pause. B captures two stones, thick and easy. On the other hand, W escaped from line one, extremely painful. B takes the upper hand in the battle, but also lost G8 and G9. The outcome is still in doubt.

White 105: Too strong. Although "psychologically", L10 seems to be absolute, but when the big group on the top is yet settled, L10 is too much.

Black 106: M16 should be at O17, then W would be difficult.

White 111: W N17 and L16 are good order.

Black 114: B has no choice. If M15, after WN16, B O14 wouldn't be able to cover W (W has N14 and P15 etc).

White 141: Absolutely necessary. If omitted, B A9 and B can kill W with a "worry-free" ko. Now it's a seki between the two big teams.

Black 142: Cut. Can't win without this.

White 147: Not good. Should be P9, light and flexible. After P9, if B M6, W N7, B M7, and W J6. W would be in a good form to fight.

White 149: W now has to protect. If N7, B J7 is a good move.

Black 150: Powerful. W is now difficult.

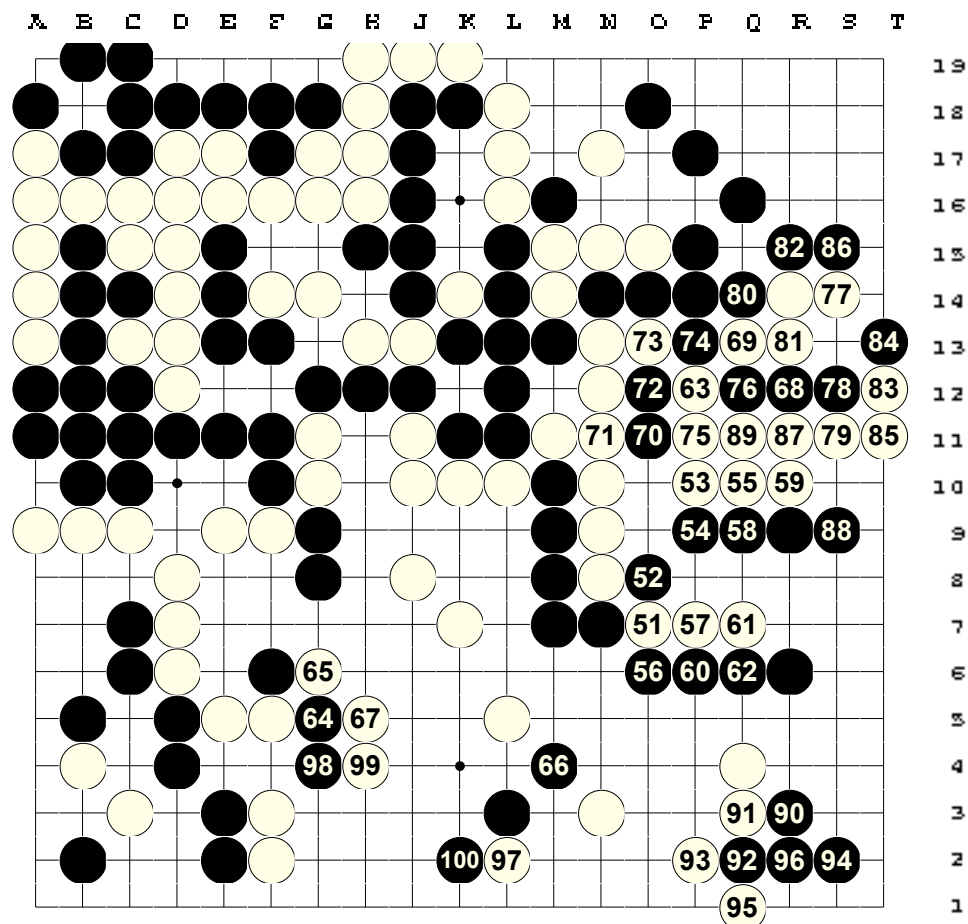


figure 4 (151-200)

White 151: Losing move. Should be P8.

Black 152: Apparently, W didn't expect B to cut, but when B does cut, it's too late for W to regret.

White 153: No choice. If O6, B O9 is good move, and W can't escape.

Black 154: Good move. Since B O11 is sente, W can't atari at P8.

Black 162: B captures three W stones and is clearly winning.

Black 166: Sente to reduce W's territory.

Black 168: Beautiful invasion to solidify upper right corner.

Black 190: With sente, B gets the lower right corner. B is extending his winning margin.

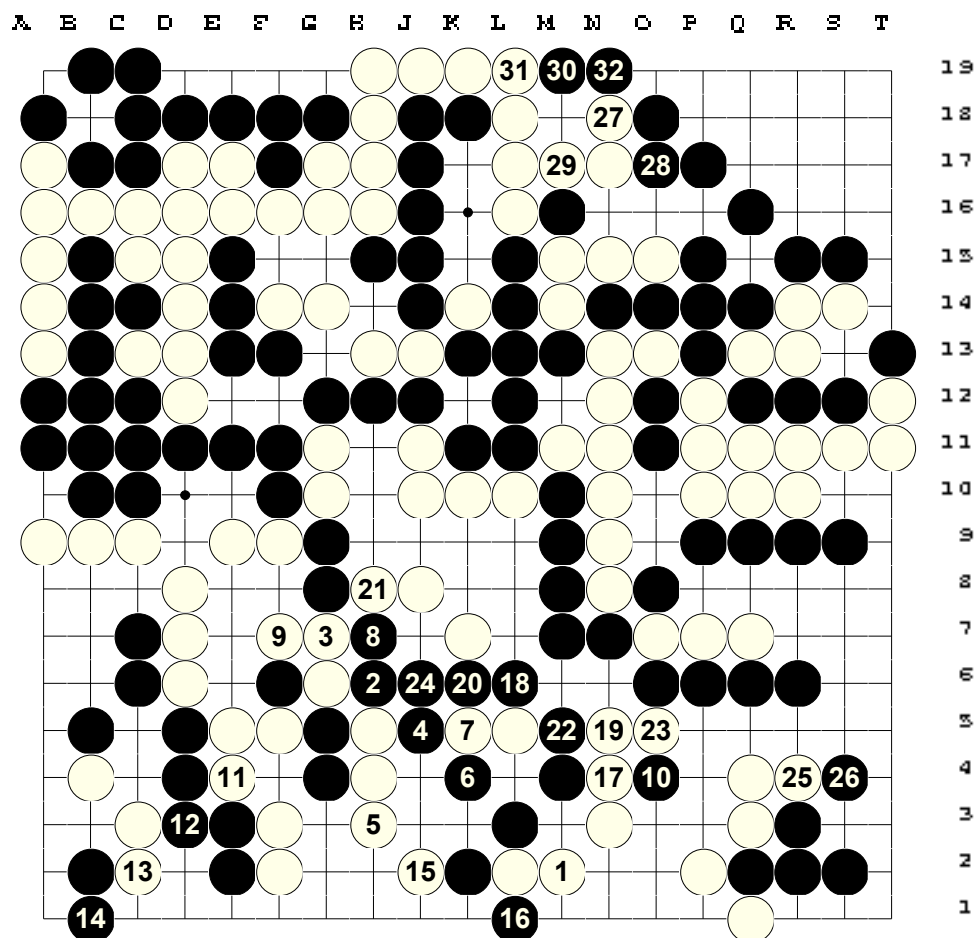


figure 5 (201-232)

Black 232: Black wins by 14 1/2 zi.

Overview: W grabbed an early lead. But in the battle at the upper left corner, W 59, a huge mistake, gave B the chance. B thereafter played better and better, looking like a complete different player from the "first half."

Quite a few good moves in the game. However, casual moves like B 68, B 86 and W 87 left some "spots on the jade."

The 4^o game in the Dang Hu series.

White Fan Xi-Ping
Black Shi Xiang-Xia
1739, Dang Hu, China

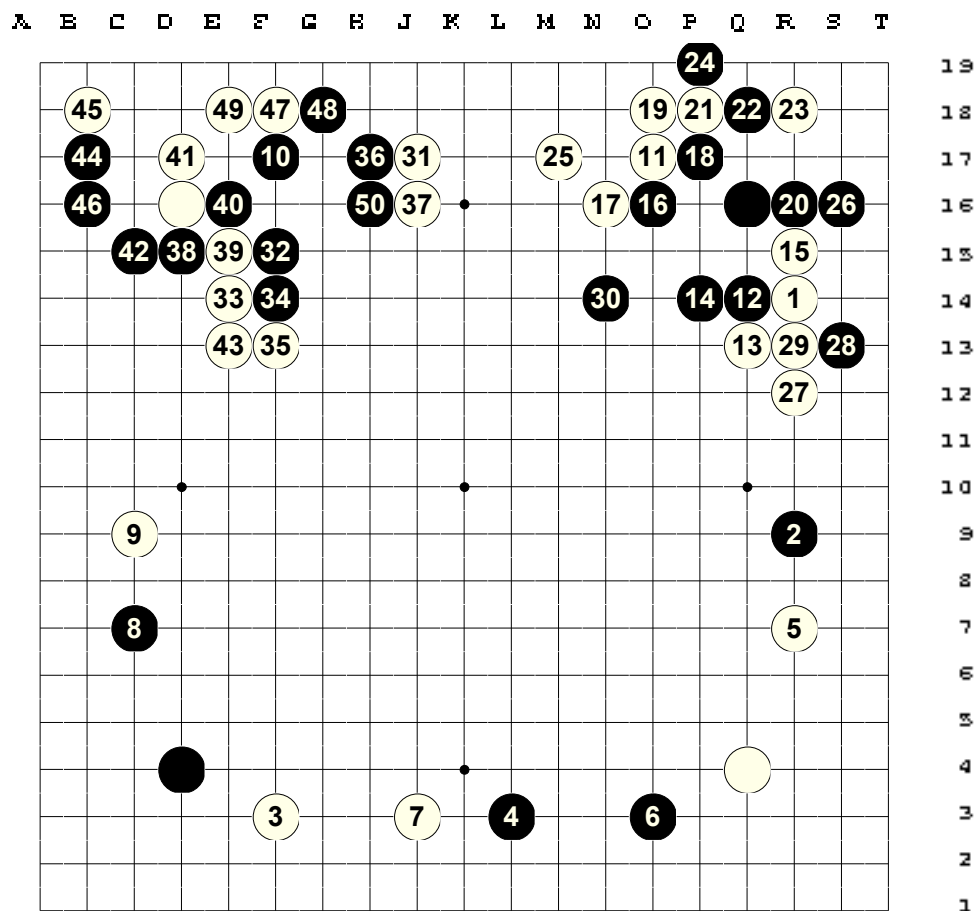


figure 1 (1-50)

White 11: W R14 and O17 are called "double birds" ("double flying swallows" in Chinese. These two moves initiate a typical joseki in ancient Chinese games (this joseki is still quite common today).

Black 12: Shi, in one of his book on Go theories, explained the direction of B #12. If O16, after W N16, B O15, and W P17, W will be able to play K17, a good point since it also presses B F17. Therefore, the correct direction for B #12 is Q14, as Fan played here.

White 17: This move can be also played at R16, then B should P17. However, ancient players, who preferred "potentials", almost always played N16 here. Today's players are probably in favor of R16 -- therefore, today, B would play R16 (instead of O16) to prevent W (Note if W plays Q15 after B R16, B would give up P14 and Q14 and swallow W O17. B would be better).

Black 24: Some readers must question this: what if W plays R17 now. After B Q17, W has S16 to get the corner. Yes, you're right. But again, ancient players preferred potentials (relatively speaking, of course). Since B has N17, he is not worried by W R17.

White 29: R13 is correct. If P13, after B O14 and W S12, B has a very good point at K17. Now with R13, W doesn't give B chance to play K17.

Black 30: Necessary. If omitted, W has O15 and O13 to cover B with *sente* -- if B ignores W O13, W has S19 to kill B corner with a ko (that's the reason W didn't make the "favorable" exchange of W O19 and B Q19).

White 31: Key point.

It would be quite common today to see B to play C17 next. However, Fan and Shi never played 3-3 invasion under this situation. Not only a 3-3 invasion here doesn't fit their style, but also, at that time, the way of scoring was different --

Black 32: At that time, experts realized two eyes for each group were the minimal condition to live. Therefore, each group should leave two eyes (2 points) to be not counted. As a result, more groups a player had more than his opponent, more points it would cost him. And a 3-3 invasion could easily create an "extra group" for his own.

White 35: From today's point of view, to play this move at E13 is enough, since no matter how strong B (potential) is here, W's top group is not in any danger to be attacked. Yet Fan and Shi thought E13 instead of F13 would be "weak."

Black 38: This is a planned move when B played H17. However, it seems that B should make an exchange at J18 with W K18 first.

White 41: Only move. If C15 atari, B D17 gets the corner easily.

Black 46: Correct. B C17 then E17 (with W C18 in between) can't kill W easily (W may manage to create a ko) and could leave a burden for B himself.

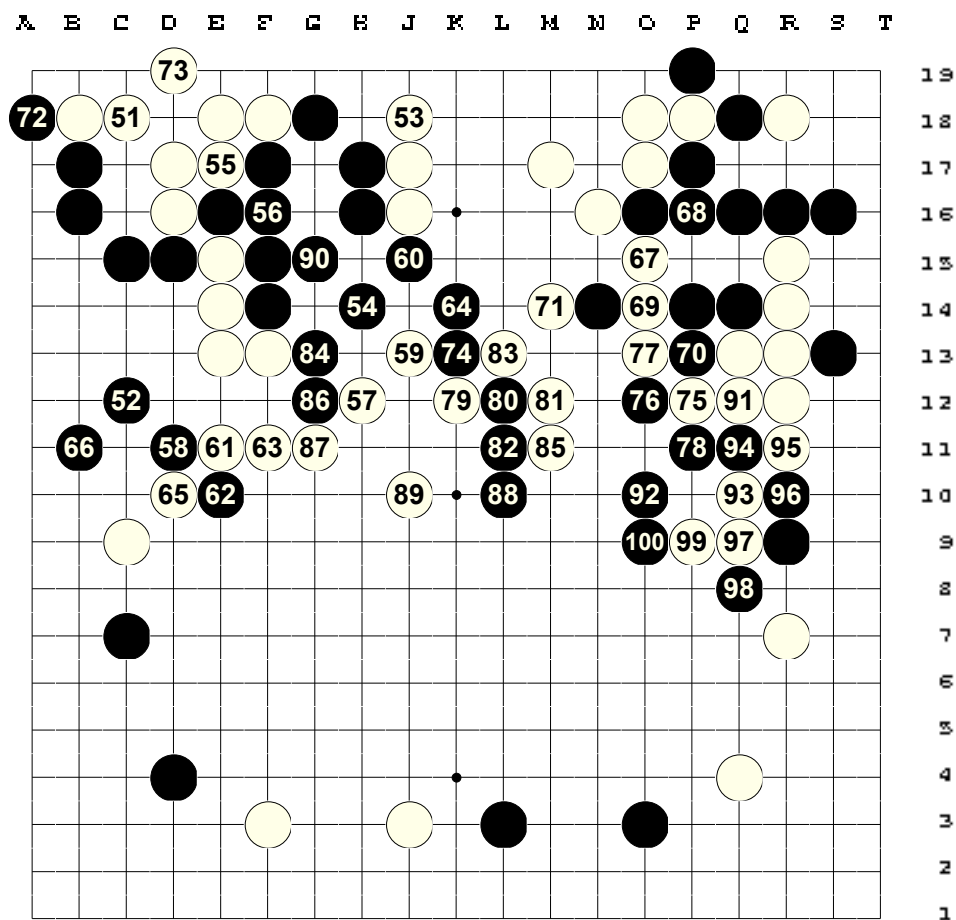


figure 2 (51-100)

White 53: B's group doesn't have complete eyeshape, so B will have to escape. On the other hand, W's top group is as solid as a rock, and there is no way for B to take advantage of. (Shi, playing W, later pointed out that B should have played J18 before E16. Had he did, B would be in a much better shape.)

Black 58: Too strong. J13 to settle the top group is emergent. The left B group, although thin, is not in immediate danger.

White 59: B's situation is now worse.

White 63: W E11 and F11 prevent W G12 and create D10 cut as well.

Black 64: If B protects D10 here, W J14 and B can't escape. But K14 is not good. Should be at J14 and B needs just one more move to live.

Black 66: If E9, W has B13 and this B group would be dead.

White 69: If W O15 was played at E9 to capture B E10 stone, W would be already in a commanding lead. But Shi is showing a good Go spirit here: if he could attack, he wouldn't turn conservative; if he could win more, he wouldn't be satisfied to win less. O15 and O14 are extremely strong.

White 75: W moves are tight and strong, taking good advantage of B's weak groups.

White 81: Good move to cut B.

White 89: Force B to live with gote. Then Q12.

Black 92: Struggling persistently.

White 93: Too careless. Should play R10 -- if B Q10, W S10 and B has to play S18 to save the corner, and B's middle group is in trouble; if B S10 against W R10, W has Q10 and B is difficult.

Black 94: Now both sides are on "tiger's back," the situation becomes complicated.

Black 100: Should S7 directly. W would have to play P8, then B plays N9. B would be better than he actually played.

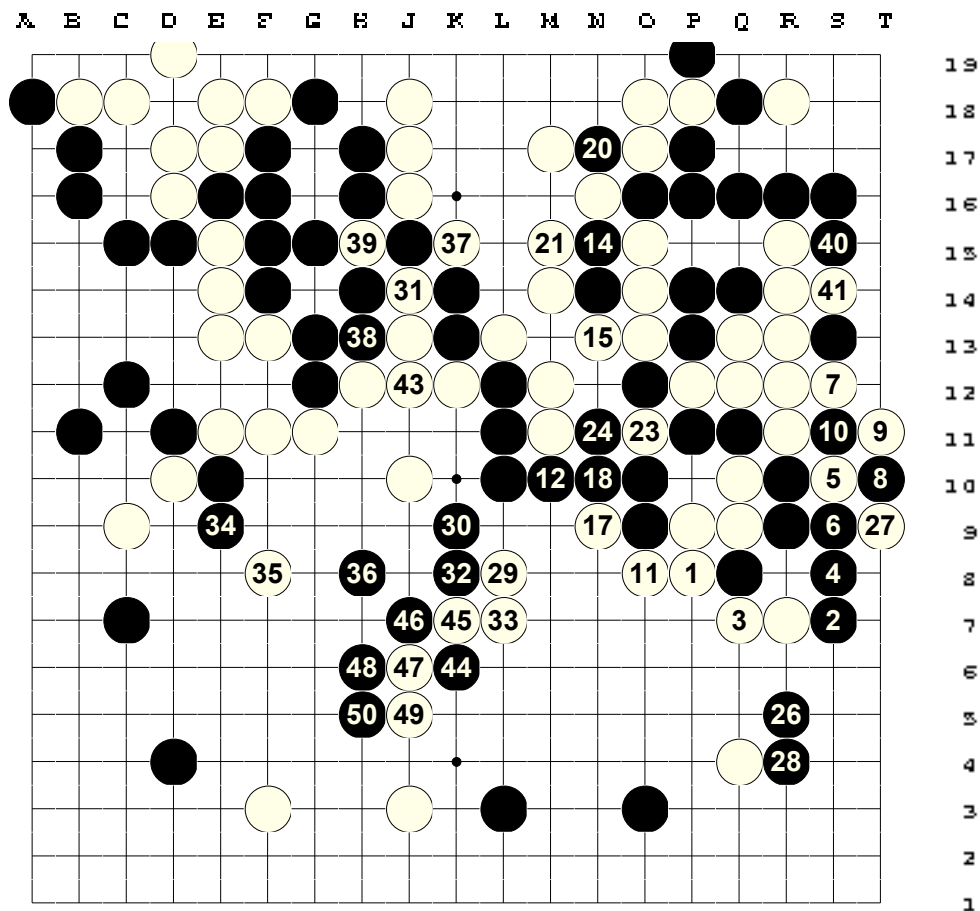


figure 3 (101-150)

13 at 5; 16 at 10; 19 at 5; 22 at 10; 25 at 5; 42 1 point above 31

White 105: If S6, B would be able to increase liberties to kill W group.

White 107: If T11 instead, B can S12 peak first and leave a big aji at the corner while use sente to play somewhere else (to get the lower right corner, for example).

White 117: W O8 and N9 are doing two things: one, they are ko threats; two, they make B stones heavy.

White 121: Correct. If N18, B later has M15 to create two more ko threats.

Black 128: B gets the corner, quite a profit...

White 129: ...but W gets sente to attack B's middle group. It's still W's game.

White 131: Seems strange, but it's deeper than one expects upon first look. B is likely to atari at H13, and W J12. Now, B probably would play K16 to save two W stones, and W gains J7. Without the move at J14 (and thus J12), W J7 wouldn't work since B would have J11 and H9 (with B H11 in between).

Black 132: B sees W's trap.

Black 134: It becomes complicated again.

White 135: Good move at this point.

Black 144: B plays here despite the big ko at the top, showing his "do-or-die" determination.

White 147: W of course counterattacks.

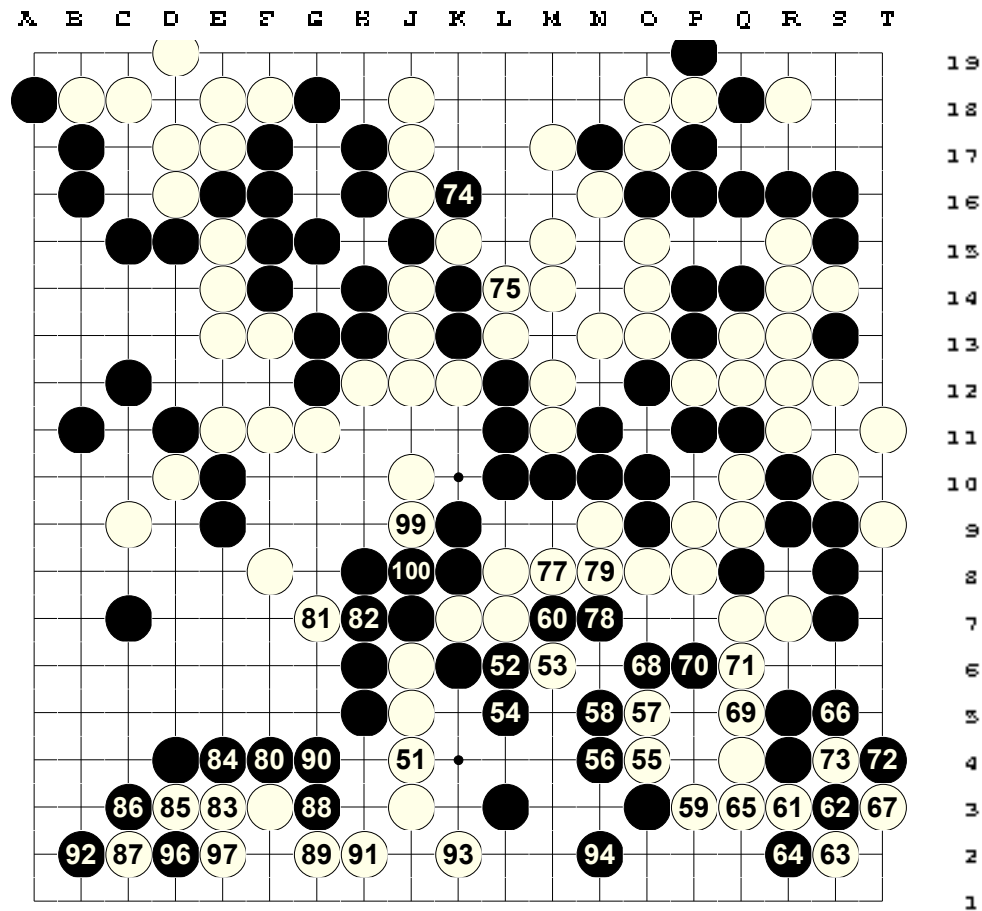


figure 4 (151-200)
76 at 62; 95 at 73; 98 at 62

White 151: No choice. If K5, B H3 is strong.

White 159: If N6, B O6 cut is good. After W P6, M5 is sente for B, so B's lower group is out of danger and B can play F4.

White 179: Could play S4. B doesn't have good ko threats.

Black 180: B lost his last chance. Should play O2 so that W's lower right can't live without winning the ko. Although this doesn't mean B can turn it around, but such a possibility would then exist. Now B has lost for sure.

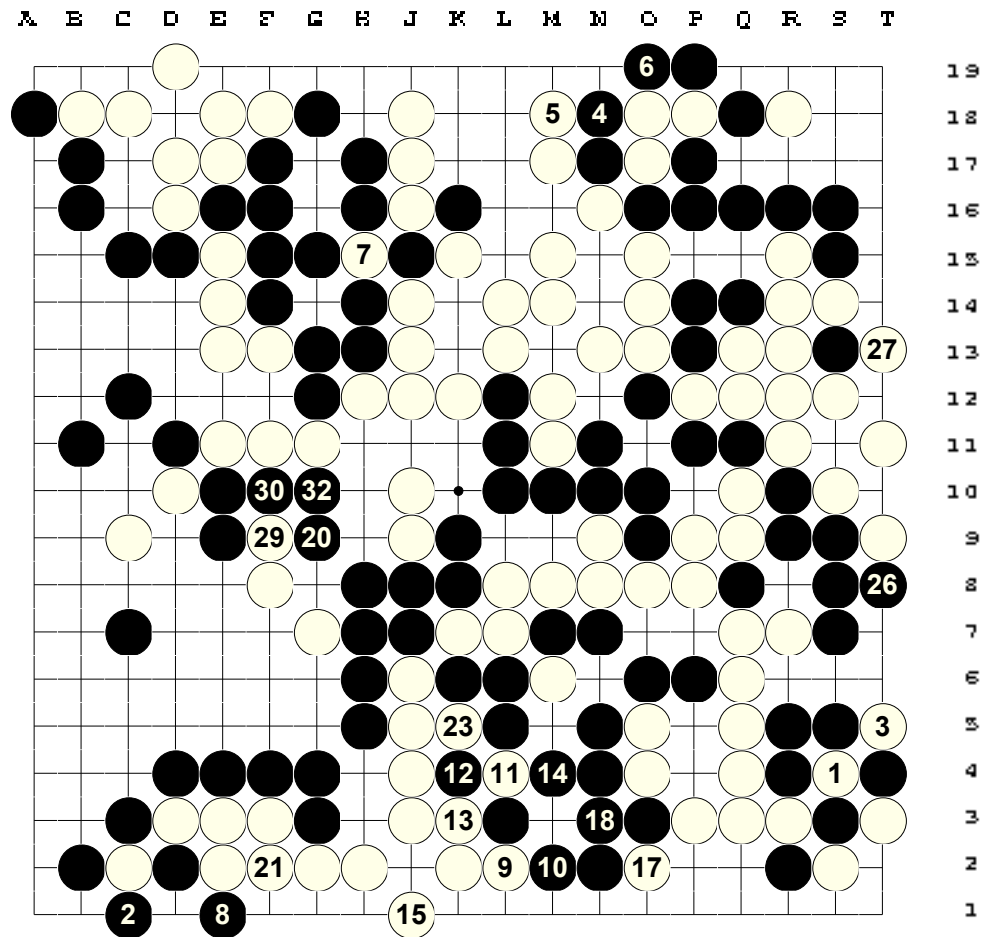


figure 5 (201-233)

16 1 point right of 7; 19 at 7; 22 1 point right of 7; 24 at 11; 25 at 7; 28 1 point right of 7;
31 at 7; 33 1 point right of 7

White 233: White wins by 7 1/2 zi (15 points).

The 5^o game in the Dang Hu series.

White: Fan Xi-Ping

Black: Shi Xiang-Xia

1739, Dang Hu, China

komi: -2

result: W+29

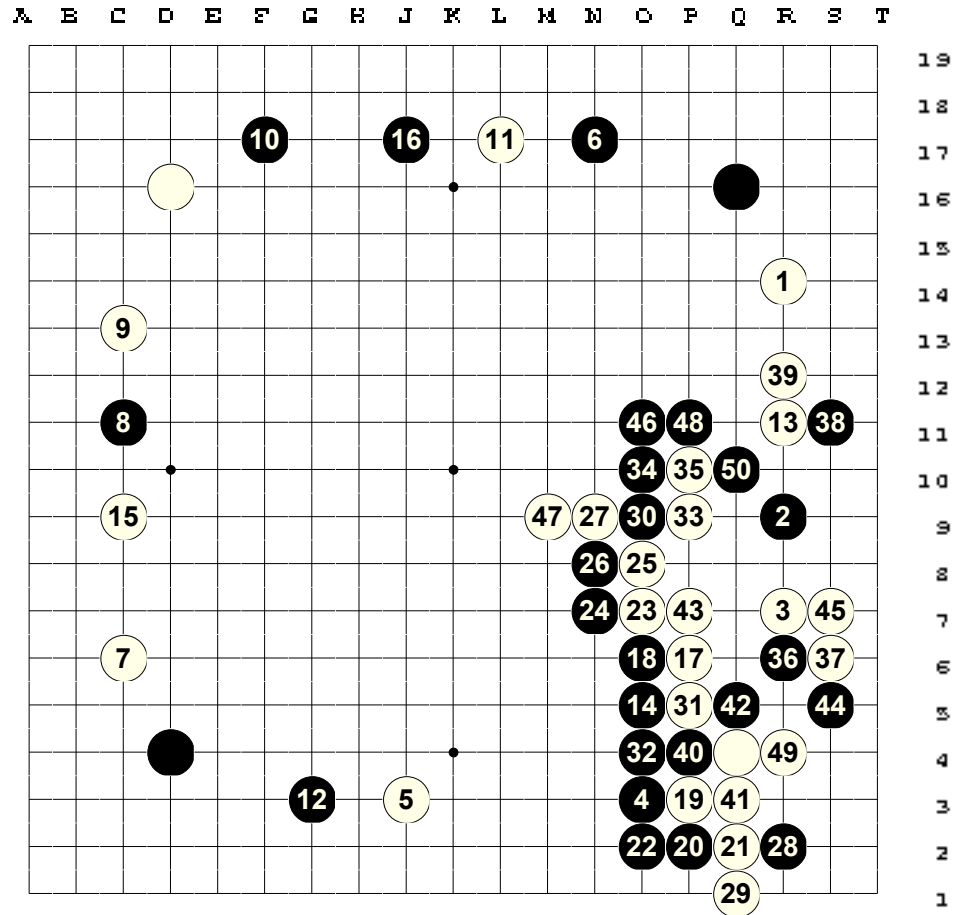


figure 1 (1-50)

Black 14: Now R9 becomes weaker, so B O5 to strengthen O3 on the other side. O5 can be also played at L3.

White 15: Same principle: after B O5, W J3 becomes weaker, so W C9 to strengthen C6 on the other side.

Black 16: Again, after W C9, B F17 becomes weaker, so B J17 to strengthen F17. All O5, C9, and J17 are examples of avoiding weak stones on "two sides."

White 17: The efficient way to attack R9 is to press O3 and O5.

White 23: Today's players may choose P7, but Shi and Fan thought P7 would be "slow." This is again the different styles between now and then.

White 27: Strong move. Shi explained: if W plays O9 instead, B would have J5 and B would be better (W corner is not clean). W O9, Shi continued, would be correct only when R11 is at P14.

Black 28: To exchange with W Q1. Good order. Black to play next.

Black 30: Seems to be casual. Q5 would be sharp. White 31: Clever.

Black 32: Since W P5 created a cutting point at N6, B has to connect at O4. With this exchange, B's future activity at the corner has been limited.

White 35: W P9 and P10 look mediocre, but W really can't go with other choices. Q7 (instead of O9) seems to be a move to defend here, but the result isn't quite clean -- B has S6 to live the corner. Black 36: Slightly late.

White 37: Now if B plays R5, W S5 is good and B can't live here. White to play next.

Black 38: W has to be careful here. If W casually plays S12, B has Q11 sente. After W R12 and B O11, W has to play M9 and B would have a good move at Q7. That would be a big headache to W.

White 39: Calm. Now look back, B had better saved S11.

White 45: The corner is not settled. However, if B plays the corner now, although he could create a ko or live with seki, he doesn't have ko threats or, with seki, he would lose sente. So a better choice for B is to play somewhere else. Black 48: Urgent.

White 49: Let B to save a few stones (R9 etc.). Smart choice. If W plays Q11 instead, B now can live the corner with seki *without* losing sente -- B would have Q8 (now Q8 is not a threat because of W R4).

Black 50: To here, W gets 20 plus points at the lower right. B gains some outside potential, but this potential has been damaged by W M9. Plus the faulty B S11, it can be judged that W is leading.

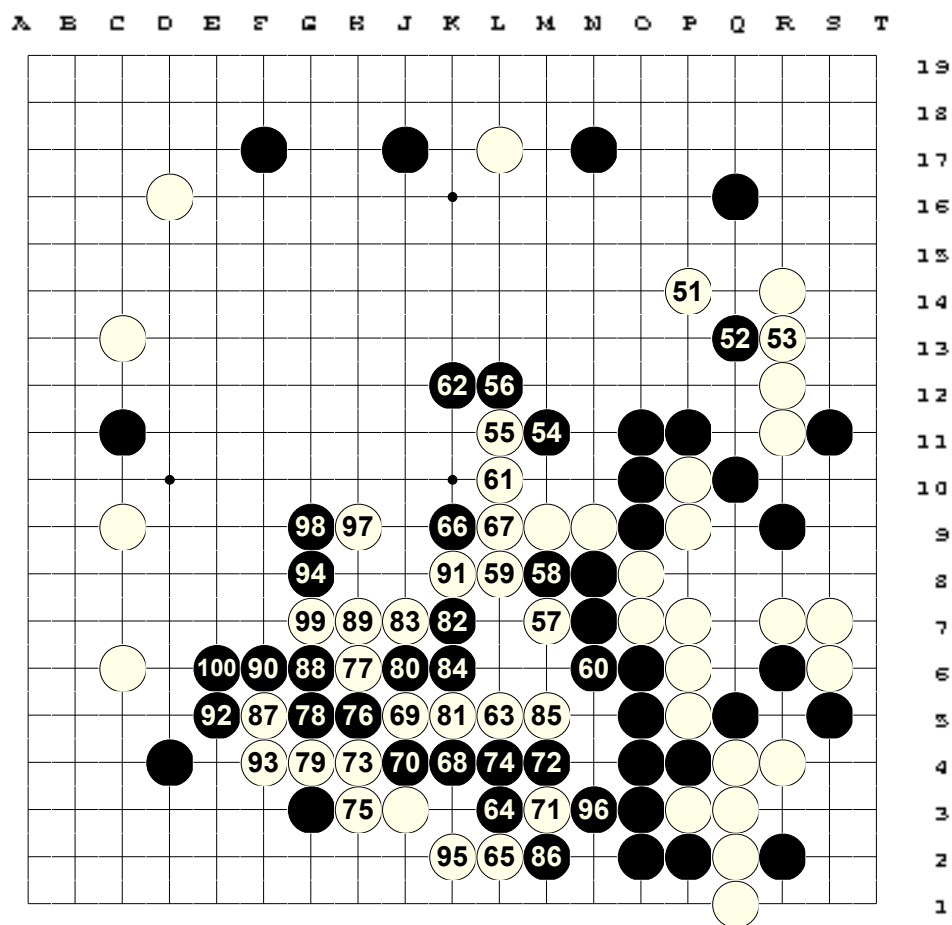


figure 2 (51-100)

White 57: W L11 then M7, good order. Black 58: Should N6 directly, saving moves at L6 and L7.

White 63: Good point. Not only completely destroys B's potential, but also threatens B's lower right team.

White 65: If W plays this move directly at J5, it's already W's advantage. L2 is tight, leaving little breathing room for B.

Editor: L2 is not just good; it's deep. Chen 9p used nine variation diagrams to explain why L2 is good. Unfortunately, I am unable to include all these variation here since gasoline today is so expensive. :) Hope I *will* be able to include them when I re-edit these comments. White 69: Good move related to L2.

Black 74: No choice. If H3 cut, B's lower right team would be in danger.

Black 76: Locally speaking, B H5 is better at K7. But because of previous K4 and J4, B's lower left corner is hurt. So if B wants to win, H5 is probably the only choice.

White 77: W uses the most severe moves, obtains the best result. Fan's (playing W) great skills are shown here.

Black 86: If K8 instead, W would capture L4 five B stones. Although B then is able to get W's middle stones, B couldn't turn the game around.

White 97: W's lead is comfortable.

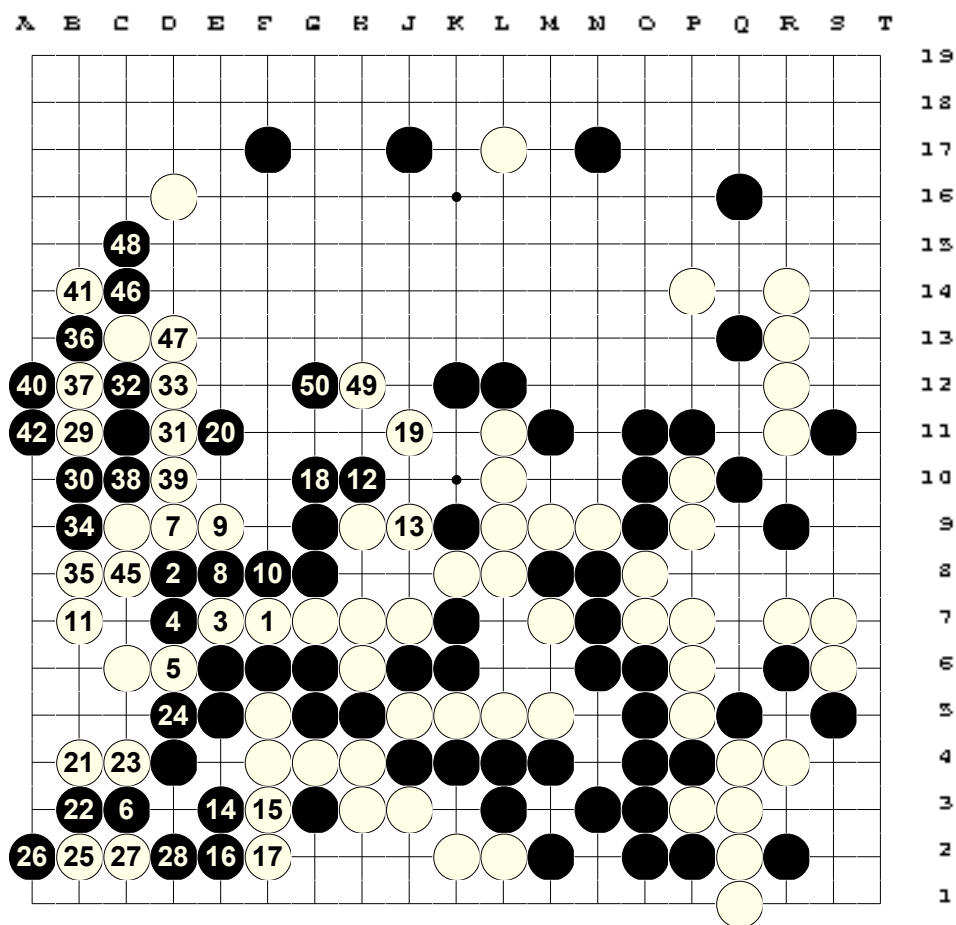


figure 3 (101-150)
43 at 37; 44 at 29

Black 102: B is very persistent, fighting hard. However, W's charge is so strong that B can do nothing but trying to keep up the pace.

Black 124: Damage W's eyeshape, but B's own corner is not clean yet.

White 129: It seems that W can play B1 to create a ko, but it's a ko that W needs two moves to win.

Black 130: B must play B10, otherwise it would be like saying "resign."

White 131: The following moves of both sides are tight and well calculated.

White 137: Technique to make D10 sente.

White 149: Key point. If F12 instead, since J10 is sente for B, B can play H12 and W's weakness would be exposed.

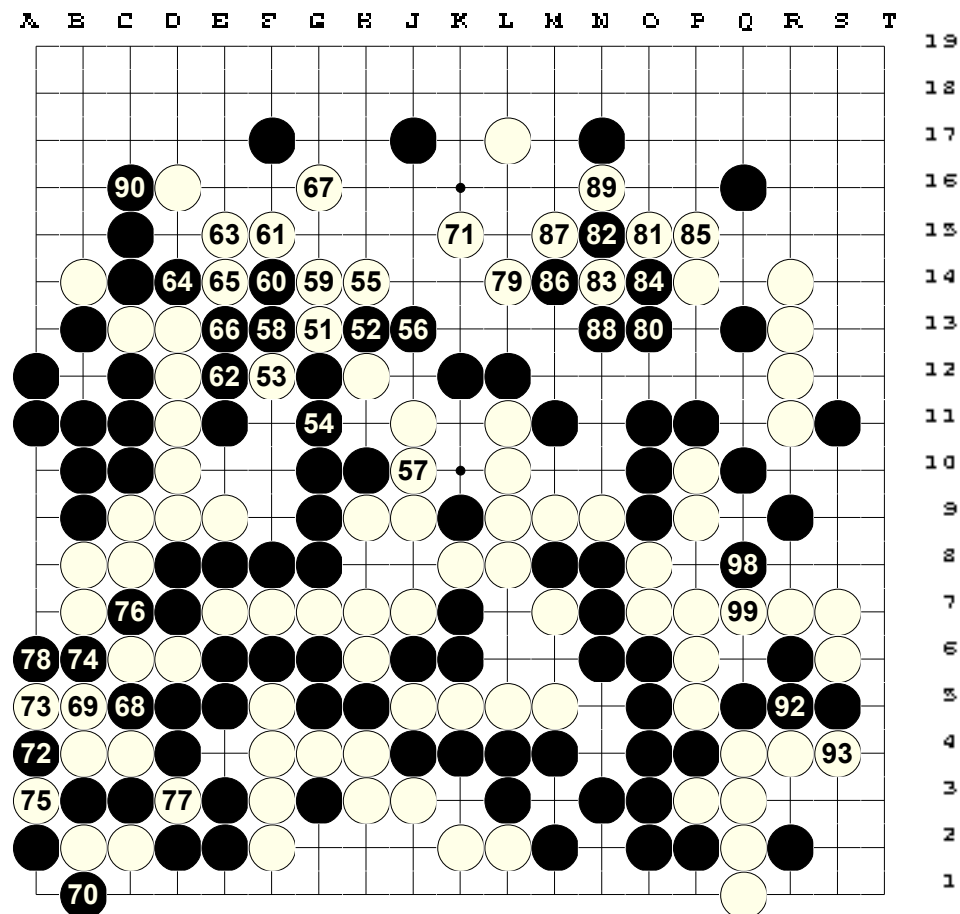


figure 4 (151-200)

91 at 83; 94 at 82; 95 1 point above 68; 96 2 points right of 74; 97 at 83; 100 at 82

Black 152: B is persistent.

Black 170: B has to live the corner.

White 171: If A4, W is also winning, but globally speaking, K15 is clearly more important.

Black 178: To here, B is advantageous locally...

White 179: ...but W gains K15 and now L14 two key points, thus simplified the situation.

Correct policy.
 Black 182: Last struggle.
 White 189: W is flawless.

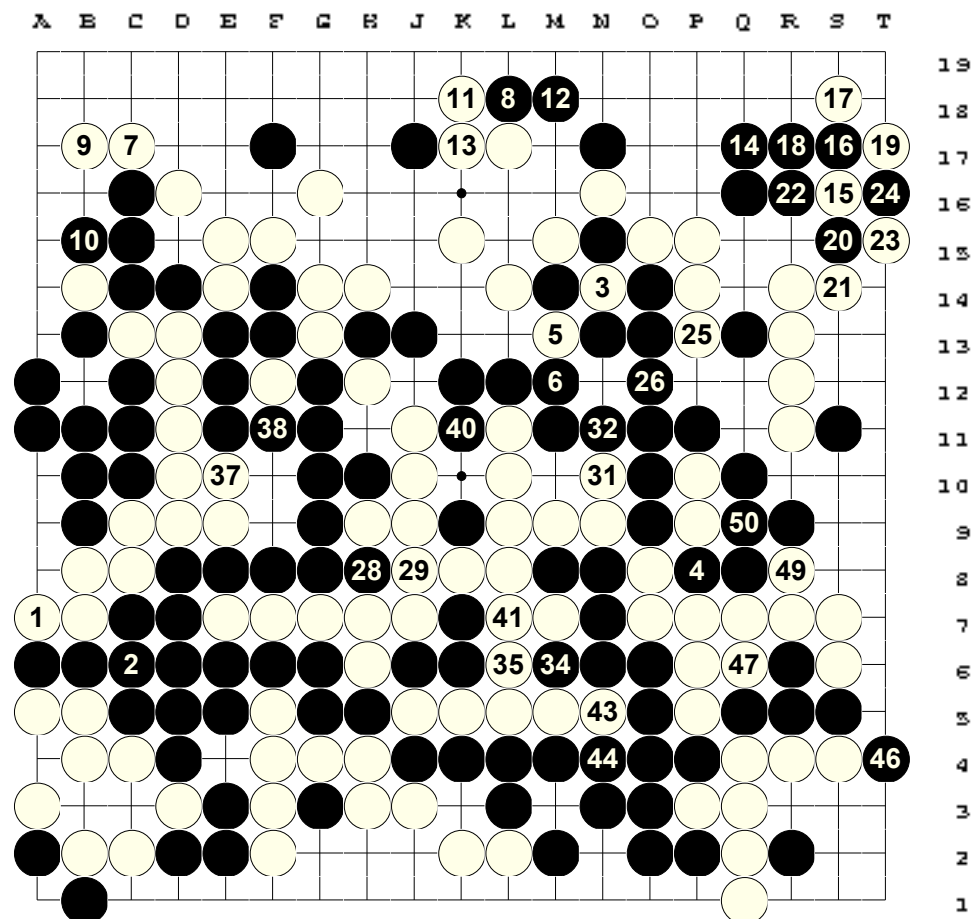


figure 5 (201-250)

27 at 15; 30 at 24; 33 at 15; 36 at 24; 39 at 15; 42 at 24; 45 at 15; 48 at 24

White 205: Winning ko with sente. Victory is unshakable.
 White 215: W continues to fight even though he has won for sure.
 White 217: Good technique.
 White 223: W is confident to win this ko.

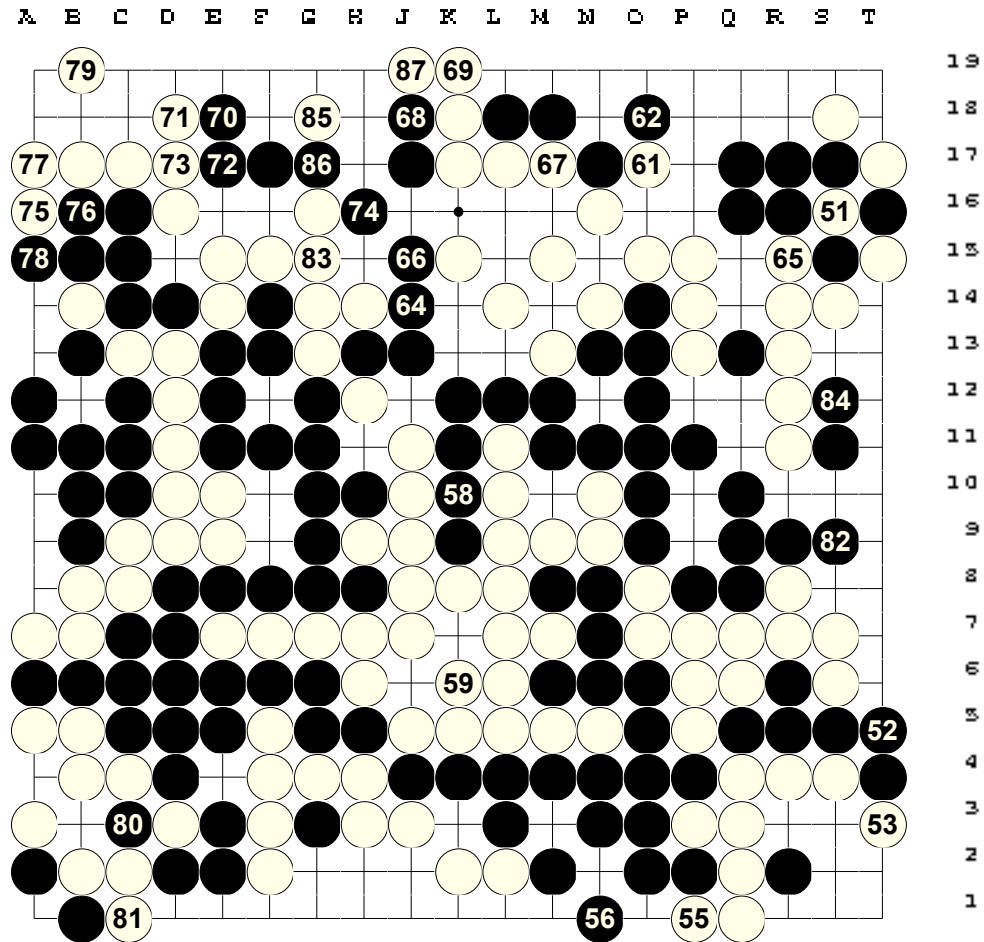


figure 6 (251-287)

54 1 point right of 51; 57 at 51; 60 1 point right of 51; 63 at 51

White 265: W ignores B J14 -- let B "come in" but R15 kills B upper right. W's winning margin is now bigger.

Black 274: If B doesn't protect, W H17 can cut down three B stones.

White 287: White wins by 14.5 zi (29 pts).

Overview: B had some loss in the lower right corner fight. With the resulting advantage, W frequently attacked B with tight and clever moves. Although B fought very hard, there was no chance -- W's calculation was flawless, good moves were endless, and his attacks were breathless. Fan's masterpiece.

The 6^o game in the Dang Hu series.

White: Fan Xi-Ping

Black: Shi Xiang-Xia

1739, Dang Hu, China

komi: -2

result: B+19

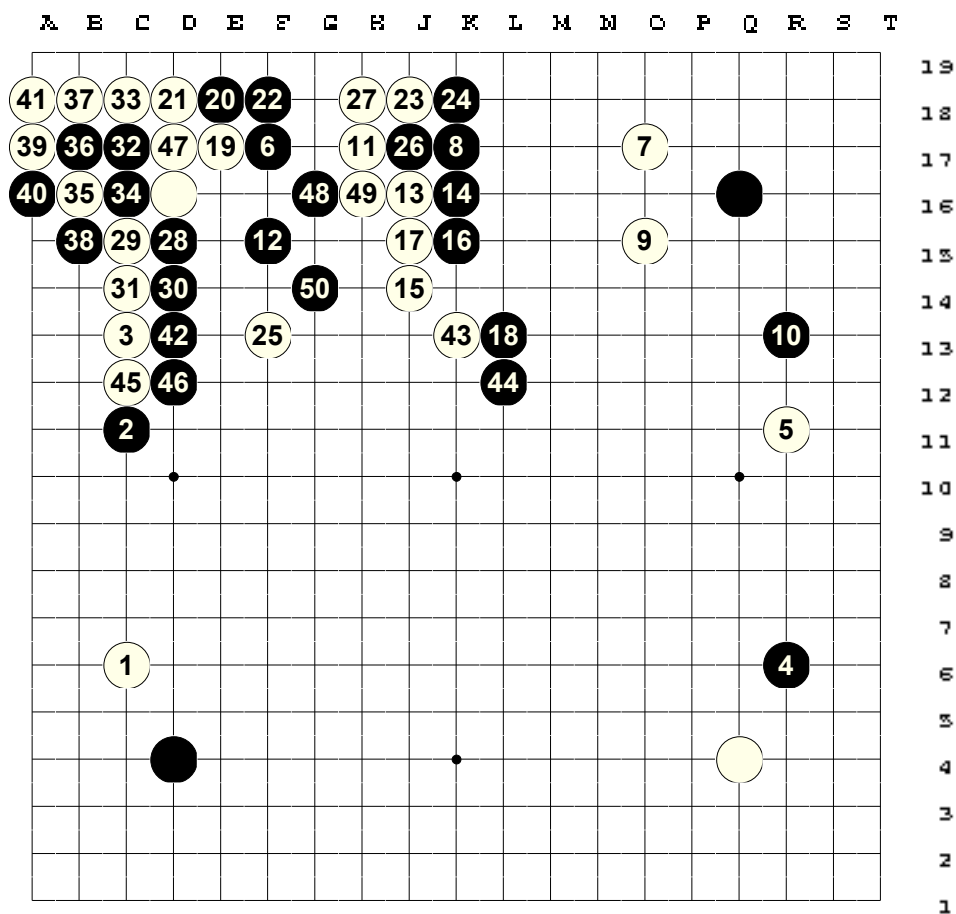


figure 1 (1-50)

White 7: Normally W plays L17 at that time. Perhaps Fan (playing W) was interested in some change.

Black 8: B K17 thus becomes an absolute move.

White 11: Fan later judged this move with one word: hasty. And it was criticized by experts of that time. Well, didn't they love to fight? The fact was, they did not criticize this "violent" move itself, but rather, the inappropriate timing.

White 13: In some even more ancient games, this W move was played at D18. Fan, playing W, must knew it. Perhaps he was "experimenting" some new moves here.

Black 22: Now B has H18. W is in disadvantage.

Black 24: Although W J18 was sente, but this exchange hurts W O15 and O17.

White 25: W's shape is thin, and B doesn't need to worry.

Black 26: Creates a cutting point at H16.

Black 28: Key point.

White 37: W B16 and B18 are a technique against B C16.

Black 42: Although W gains at the corner, B is able to escape, connecting with C11. So overall, it's B's success. White 43: Tight and urgent. If J12 instead, B can play C12. White 47: W C12 and D17 are good moves. Not only ensure the territory, but also force B to settle.

Black 50: B G16 and G14 prevent W from cutting at F16. Important.

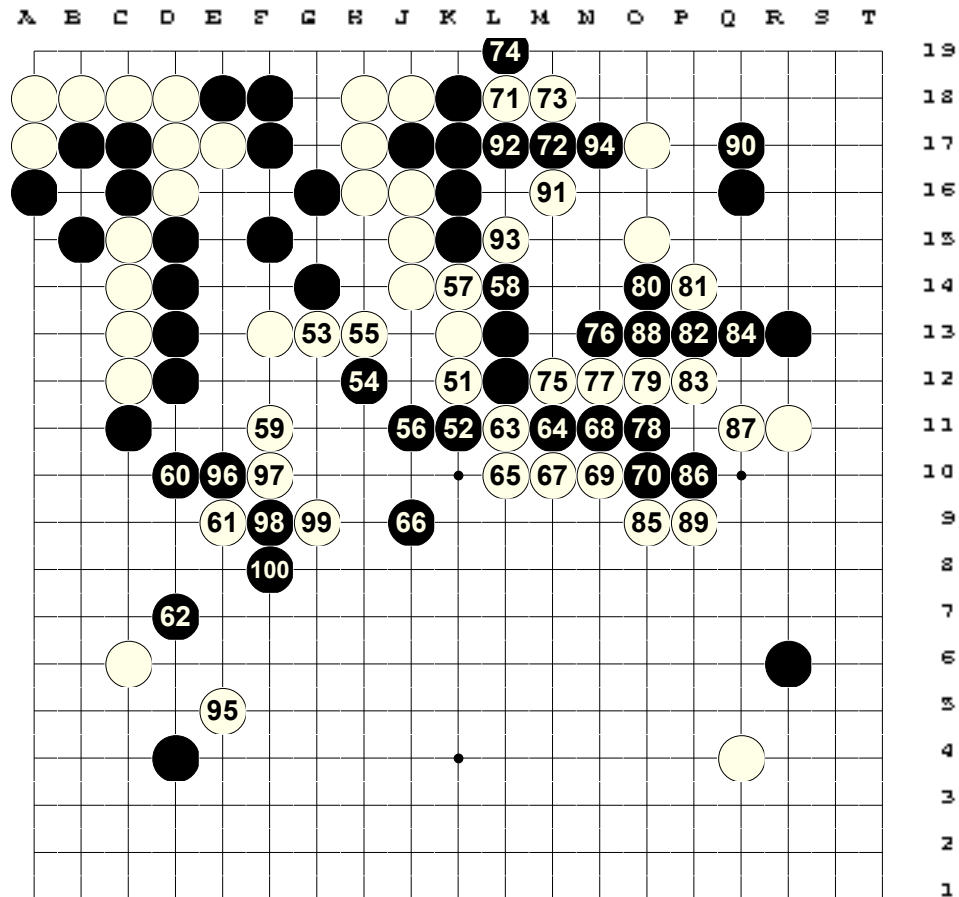


figure 2 (51-100)

White 53: Casual. H12 would be a good shape -- after B K14, *then* G13. W would be a much better shape.

Black 56: B H12 and J11 severe. B now controls the middle, while giving W only a narrow way to escape. B's profit is remarkable.

White 57: Extremely painful but no other choice. Let B play here and W would lose an eye.

Black 60: In this battle, due to some awkward plays by W, especially a casual move at G13, B is clearly better.

White 61: F9 would be a "text move," but that would give B no pressure. E9 is clearly a challenge to B.

Black 62: B probably likes to play E10 then F9 cut. But the situation would be very complicated and B decides to avoid such a not-so-sure fight. Thus, however, B gives W a break.

Black 108: B O18 and O19 are good answer to W N18 test.

Black 120: Captures two W stones. Important.

White 121: W F4 is probably casual again (it was said Fan often played without much thinking -- playing fast, that is -- thus making some casual mistakes once in a while). D3 for W here is a text move. Although B would still have C3 aji and perhaps B can even live the corner, W's outside would be much thicker had he played D3 instead of F4. Black 124: B Q10 and P5 prepare for some future moves, but lost too much of territory -- deep moves but unnecessary at this point. S12 to secure 50 plus points at the upper right seem to be better, and make things simpler.

Black 126: K8 is B's plan when Q10 and P5.

White 127: Big mistake. Black 128: J7 is B's sente here. W K9 is better to play at J7.

Black 136: B easily lives the corner, plus G3 aji, B has taken the upper hand.

Black 140: H3 seems to be B's sente to gain some profit...

White 143: ...but after W G5 and H4, B doesn't have strong moves to follow. B H3 should O4 directly, saving H3 variation.

Black 144: Still good move, but B has been hurt at the bottom.

White 145: Losing move. Should E3 first. After B D2, *then* M3, thus to capture two B stones (G3 and H3) *cleanly*. After that, if W can gain sente in the lower right fight, he can then have some plays at upper right. This way, W would have a chance.

Black 148: Now it's difficult for W to find a good response.

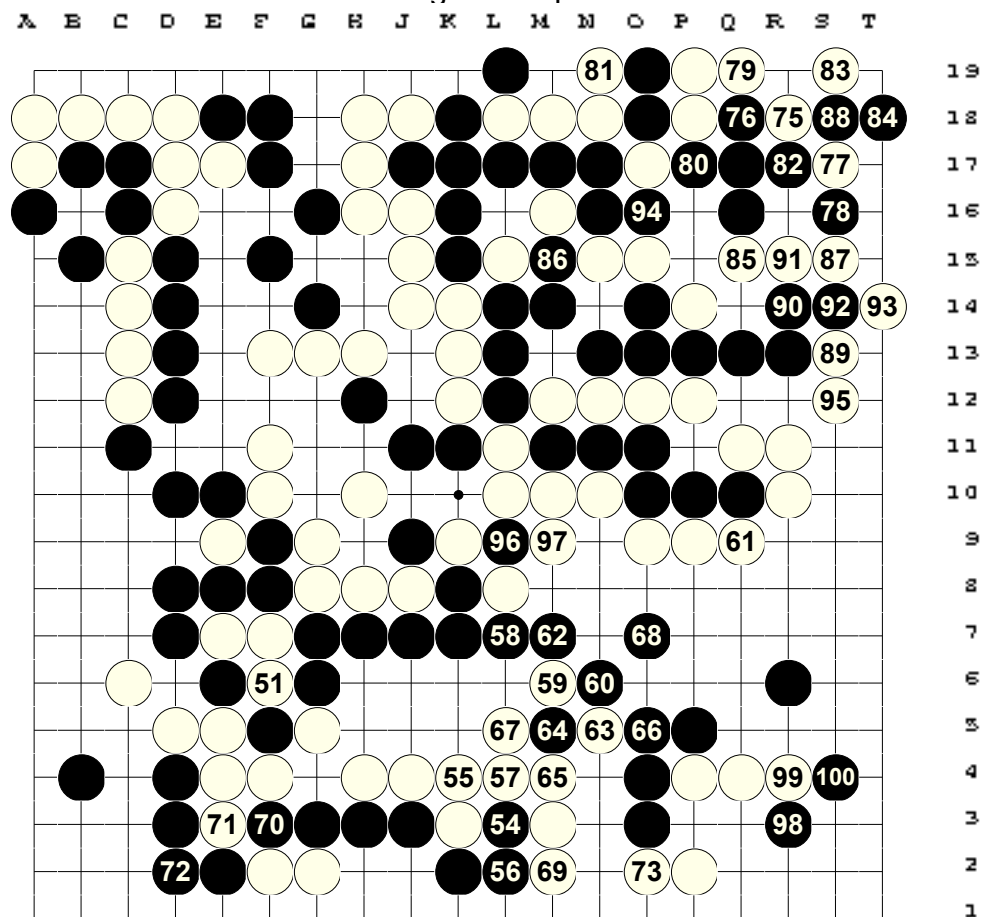


figure 4 (151-200)

52 1 point below 51; 53 at 51; 74 1 point above 51

White 151: Already too late.

White 157: If W F7 cuts, B M5, W would have to play L7 to capture six B stones, then B S4 to attack W corner. W fails.

Black 160: On first look, N6 is quite incomprehensible. Only after careful calculation that N6 is found to be an extraordinary move. W is likely to play M7, but after B M8, B would be able to use O10 six stones to either create a ko or even save them back.

White 161: No choice. Black 174: B has won for sure.

White 175: R18 is a move conceived long ago.

Black 182: Good move. If casually played at O18, after W O16, B M15, W R16 and B is unable to kill W.

White 185: Great move. If simply O16, B M15 and W will get killed.

Black 186: Calm. Good. If O16, after W O18 and B S18, W P16 creates a ko.

White 195: To here, W successfully invaded B's territory, but the outcome is not to be changed. In this fight, both sides showed flawless calculations.

Black 196: Great move. Creates one more ko threat.

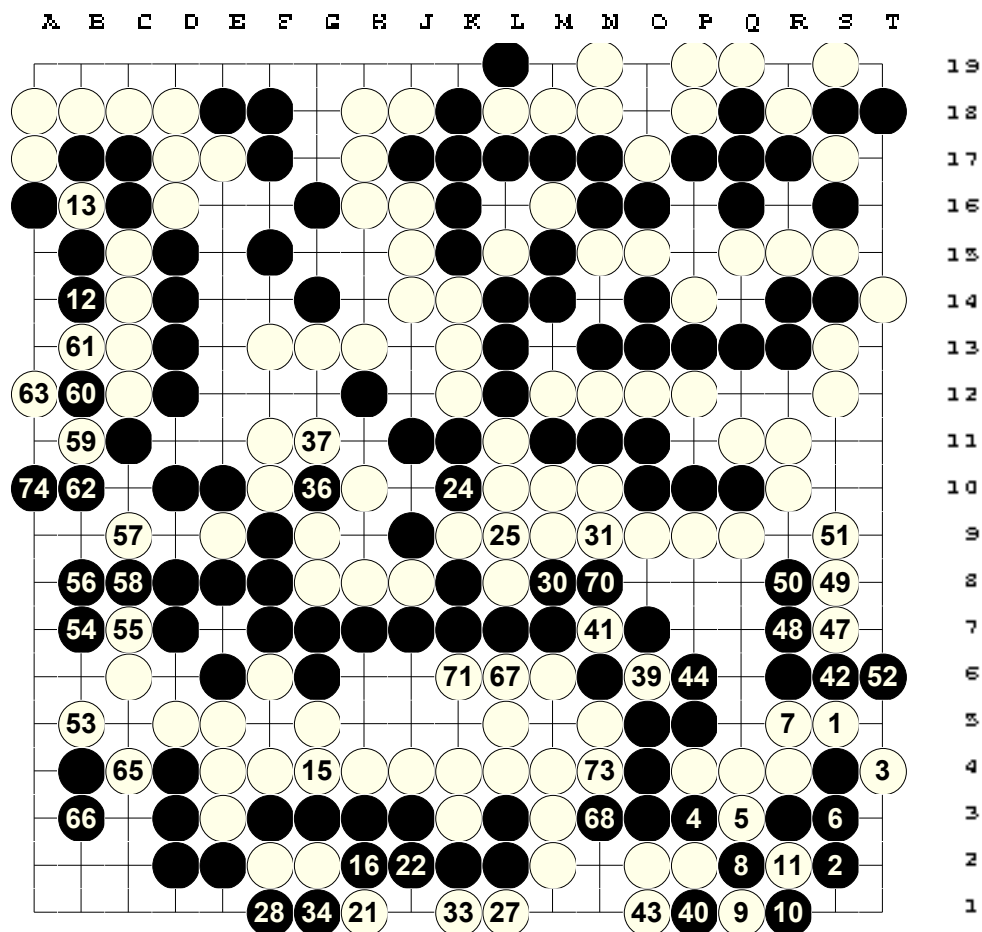


figure 5 (201-274)

14 at 8; 17 at 11; 18 1 point right of 13; 19; 20 at 8; 23 at 11; 26 at 8; 29 at 11; 32 at 8; 35 at 11; 38 at 8; 45 at 9; 46 at 11; 64 1 point left of 39; 69 at 39; 72 1 point left of 39

White 211: Ko, but W doesn't have enough ko threats.
Black 274: Black wins by 9.5 zi (19 pts).

Overview: Although both sides have questionable moves, good moves are remarkably remarkable. :) The spectacular fight around the upper right corner, and B #160 (N6), are moves that can't be thought of by ordinary players. Shi and Fan were truly "great national hands."

The 7^o game in the Dang Hu series.

White Fan Xi-Ping
 Black Shi Xiang-Xia
 1739, Dang Hu, China
 komi: -2
 result: White+Resign

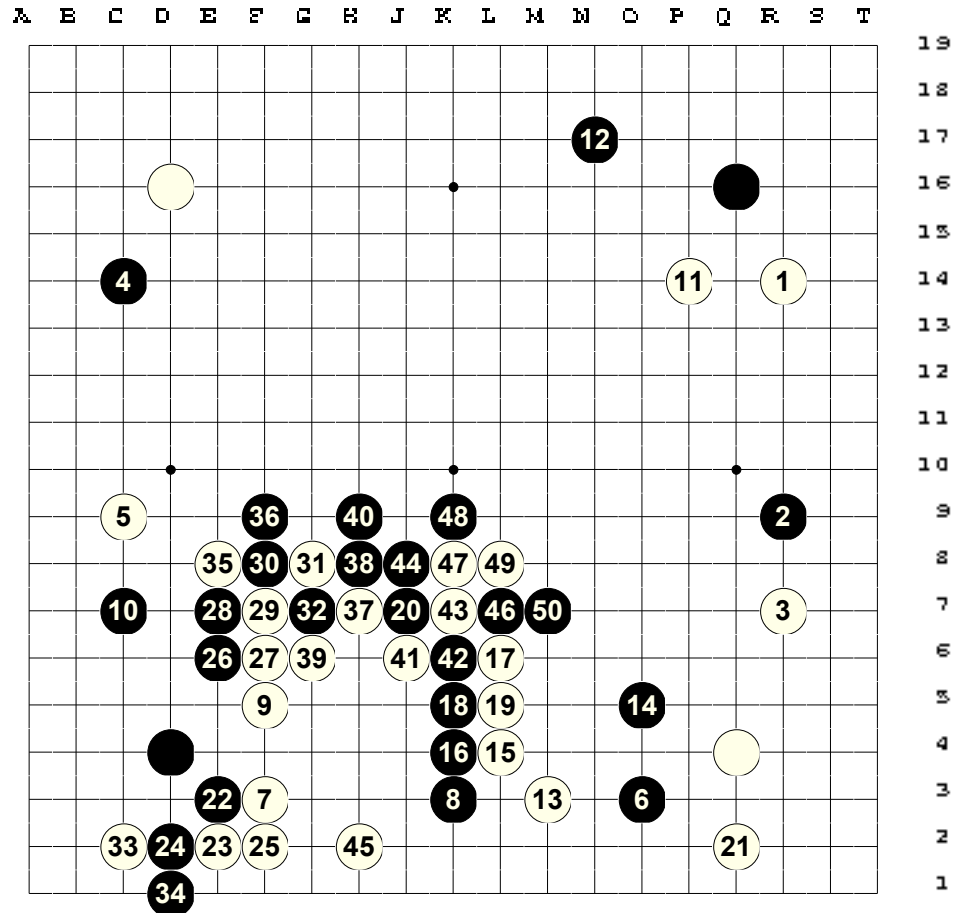


figure 1 (1-50)

White 13: Invasion to initiate a fight. So far it's almost the same as Game 6, which was won by Shi (played B too). It's understandable that Shi preferred the same opening, but Fan also decided to go with it -- he was of course prepared. For example, an exchange of W P14 and B N17 (more pressure on B R9) before W M3.

White 21: Another improvement by Fan. In Game 6, Fan played P3 and lost advantage in the early going.

Black 22: B does not play P2 but plays E3 instead, showing his aggressive attitude. W Q2 hoped B to play P2 but failed, so later Fan improved this move once again: W would play Q2 right after W L4, then, without B K4, K5, and J7 stones, B is not strong enough to attack W left, so B would have to play P2 and W Q2 would get what he wants.

White 25: Although W E2 and F2 were common plays, but not appropriate under this situation. Fan, playing W, later preferred E2 and E4 (not F2) to gain outside thickness, while Shi preferred W H3 (not E2), B F2, and W G2. Both disagreed with W's plays in this game. Now B has sente.

Black 26: Attack, but somewhat "shallow." B D9 would be good. Then W C2 (after B D9) is good order, followed by B C3, a text move. After that, (W first) D1, D3, F7, and C8. Although B corner is hurt, he gains quite a bit at the left.

Black 32: Only move.

White 33: Leave some aji at the corner; good timing.

White 35: If atari at H7 instead, W would lose the outside potential. Now E8, after B F9, W H7 would be a good order.

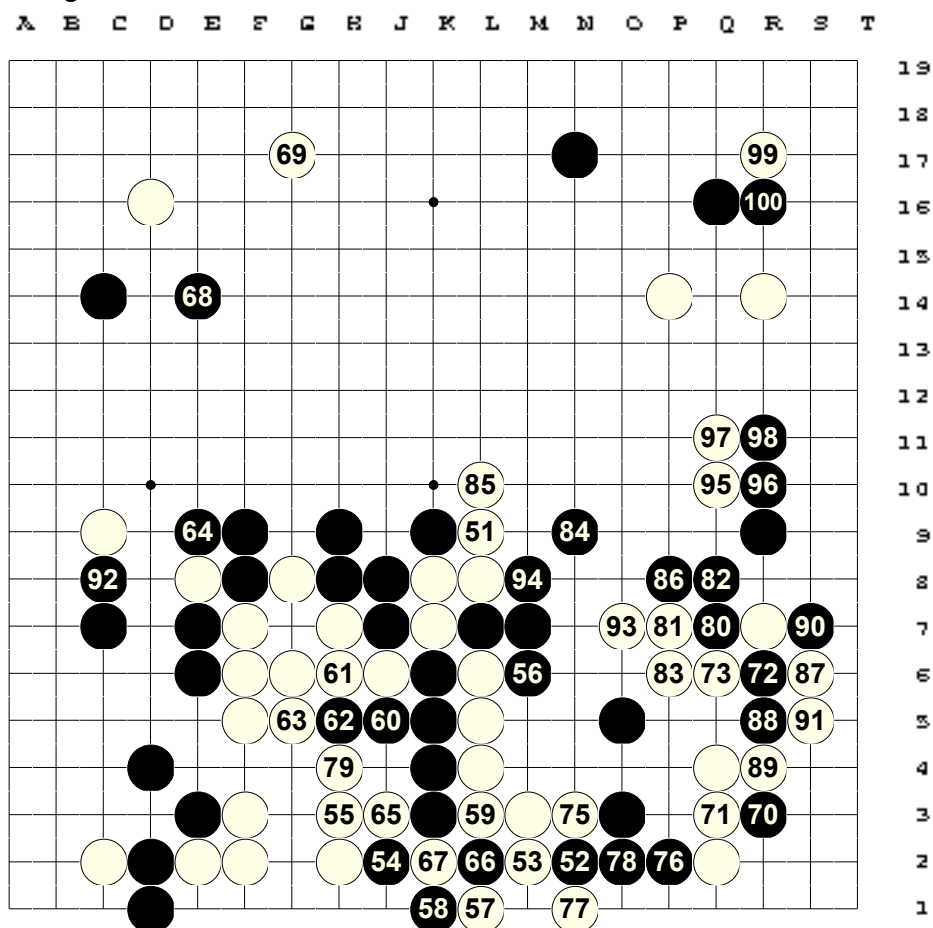


figure 2 (51-100)
74 at 66

Black 52: If M2 instead, after W N2, B L3, and W M4, B N1 would be a good move to create a ko. Unfortunately for B, W has G9 and later F10 to create several ko threats, and B can't win the ko. So he chose N2 instead of M2.

White 57: L1 is the key point of liberties.

White 59: Ko.

Black 64: B temporarily doesn't have enough ko threats, so it's necessary to defend here. If not, W has E9, after B F10, W C6 is good move.

Black 72: B R3 and R6 are clever moves, but wrong time! B R3 should play L2. Since B now has plenty of ko threats, B would be able to thicken his outside. *Then* R6 would be much more powerful. Black 74: Already late. White 75: Good move.

White 79: To here, W not only "finishes" the ko, but also leave some weakness in B's shape.

White 81: Atari at R5 instead would be a mediocre move. After (B first) S6, P7, Q8, and P6, when B N9, W would have to play L10, and B S5 would almost kill W corner. Even if W would escape, there is no way for W to win.

White 83: P7 and P6 are the only moves.

Black 86: P8 seems to be a text move, but it's almost the losing move. B should play R5. It (R5) doesn't just gain profit, but more importantly, it's directly related to the life/death of B's right. White 89: W S6 and then R4 is a technique.

Black 90: No choice. If S5, W would play S7 and B's liberties are one shorter.

White 91: W gets the corner, plus L10 "sticking out," B is hurt badly. Also, B's right is not clean. W has turned it around.

Black 92: Important. Otherwise W C3 and B5 can live the corner, and B's territory would be definitely short.

White 95: If W O7 or this Q10 played at R11, W would be enough. Now Q10 is a fierce attack! W is really showing his attitude.

White 99: W saves sente at Q12, R12, and a cut at O8; R17 tests B's reaction, smart thinking and clever position.

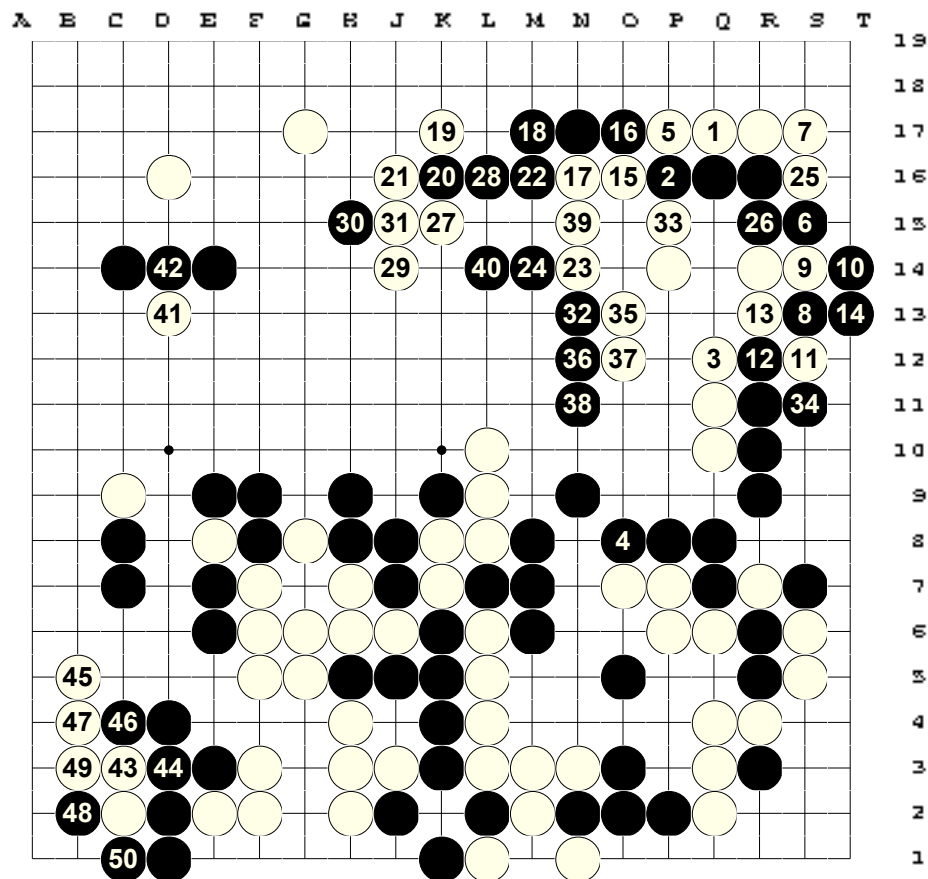


figure 3 (101-150)

Black 106: B S15 and later S13 are to settle B's big group.

White 107: Calm.

White 113: Several W moves here perpare for coming O16.

Black 118: B certainly wants to play M16, but W can cut at M17 since, if B M18, W has T12 and S16, then B R15 and W P15 is sente to prevent B's ladder. After B S11, W L17. B fails. So M17 is a move when no other choice.

White 119: W thus gets this good point.

Black 122: Should play K15. W would have to play N14, then B J15, W J17 and B M16; B goes out smoothly this way.

White 129: W K15 and J14 powerful. Now B's left is thin.

Black 140: W lives. Although B also connects, W has started to lead.

White 141: W invades with determination. This is not just courage, but also percise calculations.

White 143: W's way to live D13 is very smart. First C3: it's not to live the corner, but to guarantee a sente at D9.

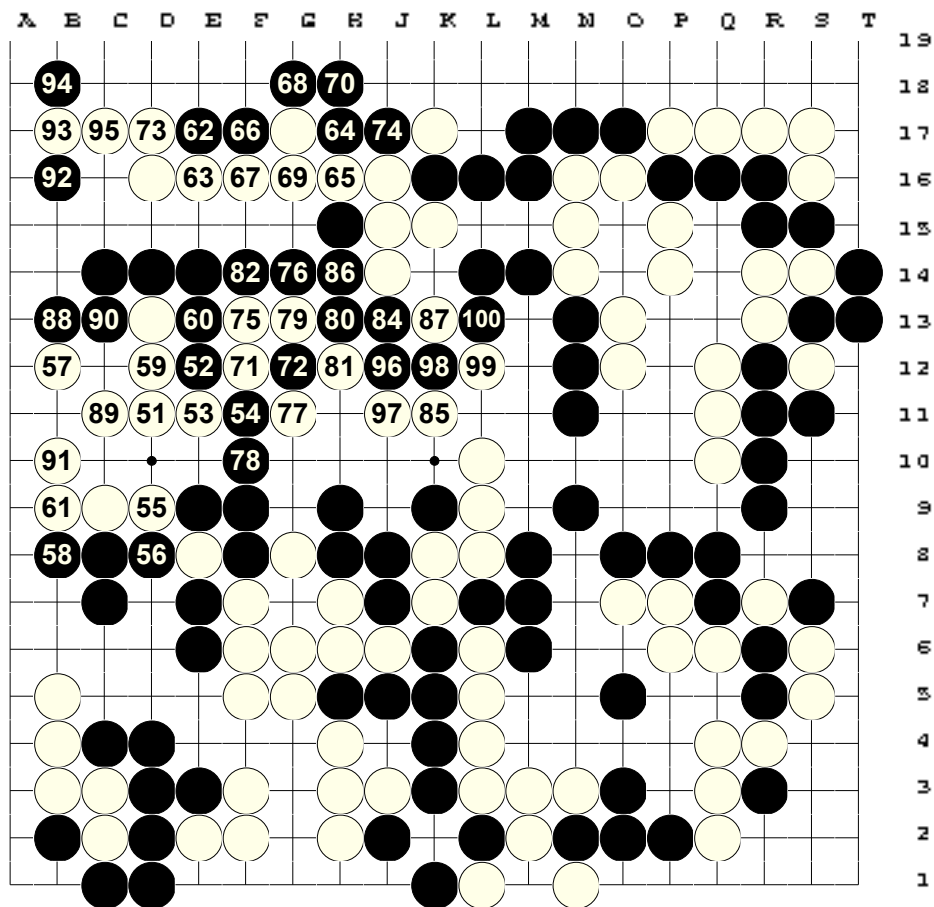


figure 4 (151-200)
83 at 72

Black 156: Let's see why W D9 is sente: if B connects at E13 instead of D8, W D8 is sente to save get E8 back. Then W has F10 (B F9 three stones are to be cut at this moment) and B can't kill W.

White 161: W lives in B's territory; great skills! Note: later if B C13, W B10 is key point to live. Then, (B first) E10, D10, C11, C12, A9, B13, B14, and A13, W lives.

Black 162: B's left is destroyed, but B gets E17 to somewhat gain back his loss.

Black 164: Beautiful order.

Black 170: To here, either D17 or J17, B gets one. So like W's success at the left, B's invasion is also successful.

White 171: Unnecessary. There are not many ending game moves left, if W simply plays D17, D18 and then B16, he has won for sure.

White 187: Again, W should simply protect upper left corner. Now K13 makes things complicated again.

Black 194: Good move.

White 195: If A17, B can make seki after (B first) J12, J11, C18, B15, D18, K12, and K14. Then W would lose the game.

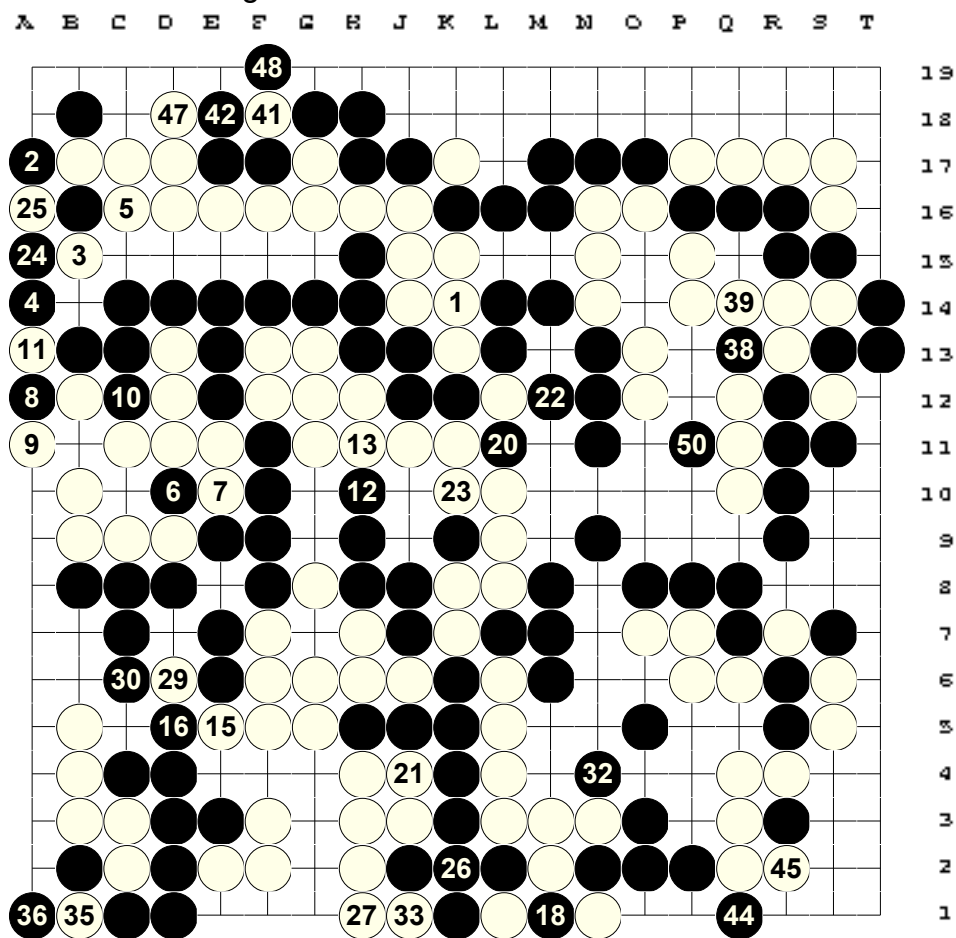


figure 5 (201-250)

14 at 8; 17 at 11; 19 at 8; 28 1 point above 3; 31 at 25; 34 1 point above 3; 37 at 25; 40 1 point above 3; 43 at 25; 46 1 point above 3; 49 at 25

Black 206: B D10 should throw in at L11, then W must capture L11. The variation after that is extremely complicated. If W is careful, he still wins, but a slight carelessness would cost W the game. This is B's last chance and he missed it.

White 219: W finishes the ko.

Black 220: Too late.

Black 224: Another ko, but the situation is already simple.

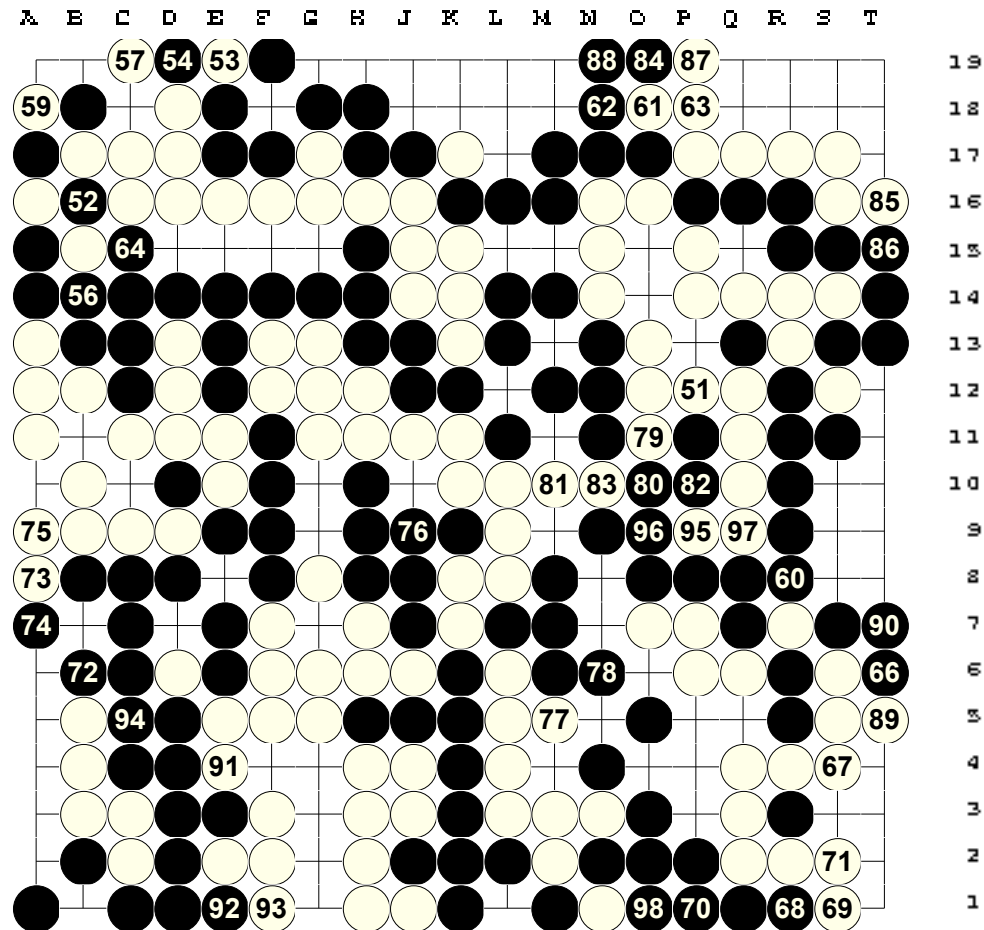


figure 6 (251-298)

55 1 point left of 52; 58 at 53; 65 at 52

White 259: W wins for sure.

Black 298: White wins.

Overview: At the beginning, B's attack at the lower left was successful, thus B began to lead. B's mistakes (#70 and #86), however, cost him the lead. W played very well afterwards: #93 and #95's sharp attack, and #99's great thinking put W on the winning track. Later, during W's invasion to B's left and B's invasion to W's top, both players showed tremendous skills. A spectacular game indeed.

The 8° game in the Dang Hu series.

White: Fan Xi-Ping

Black: Shi Xiang-Xia

1739, Dang Hu, China

komi: -2

result: W+13

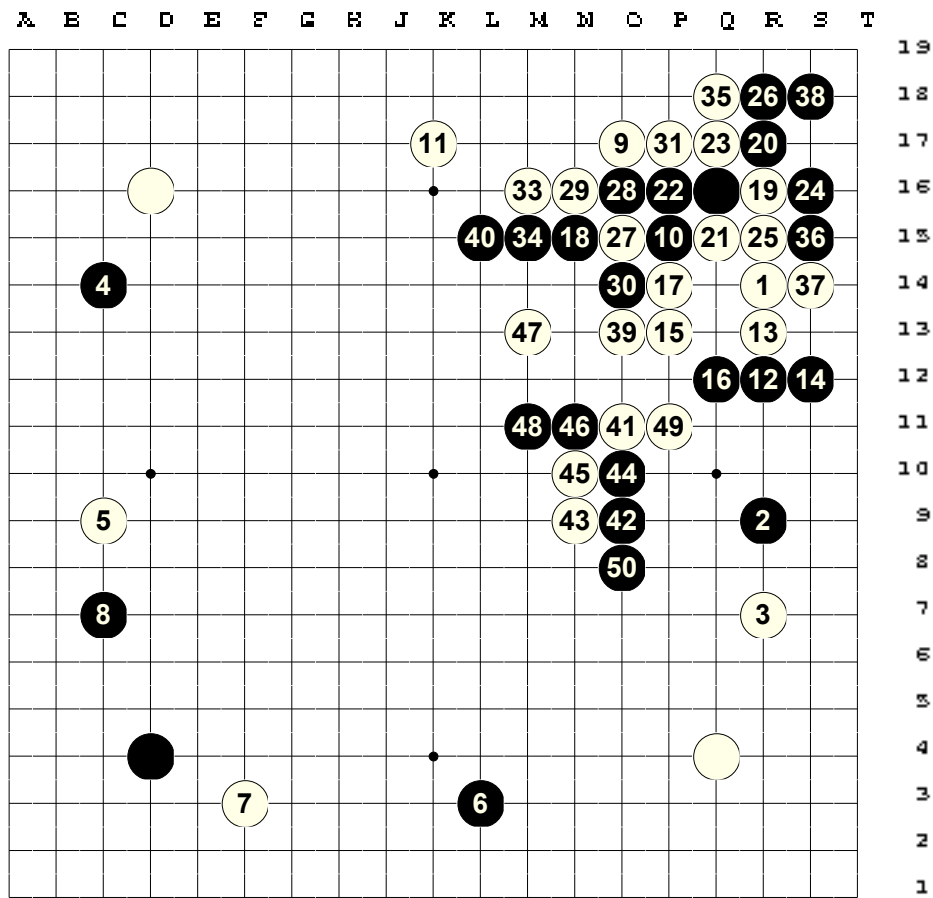


figure 1 (1-50)

32 at 27

Black 10: When to play P15 and when to play Q14? This is rather a difficult question. Fan's later work showed that if B plays Q14 here, W will be able to get P9 point. Probably for this reason, B (Shi) decided to play P15. (Nowadays, however, P15 is seldom seen, for most modern playes don't like W to get in the corner with R17.)

White 11: K17 is a key point, nothing wrong with it. Also, ancient players were never hasty to enter the corner because they preferred to "leave some aji."

Black 12: Certainly.

White 13: Heavy. Fan (W) later said, "Casual." (Editor: it seems all the "casual" moves in Dang Hu Games were belonged to Fan. :-) W should play P14, then after B O14, W Q14, good.

Black 14: Normally B would play Q12 instead. S12 can be also considered...

Black 16: ...but Q12 now is questionable. B should play N15, Fan later pointed out, and when W Q12, B S15.

Black 18: Again inappropriate. Should be at O15.

White 19: Two consecutive questionable moves by B, and W now has a great chance.

Black 26: Lives the corner. No other choice -- if B S16 played at P17, the loss of corner would be too big.

White 41: W indeed catches B's mistakes, and with a series of good moves, W team comes out. Meanwhile, B has unsettled teams on each side. W has undoubtedly taken the upper hand.

Black 42: B might be also thinking L17: after W L16, B K16. Now B wishes W to play L18 but W would in fact counterattack at K15.

Black 44: O8 would be B's move under normal circumstance. Here B tries very hard to turn it around, but O10 is somewhat awkward.

White 47: Facing B's challenge, W's replies are appropriate.

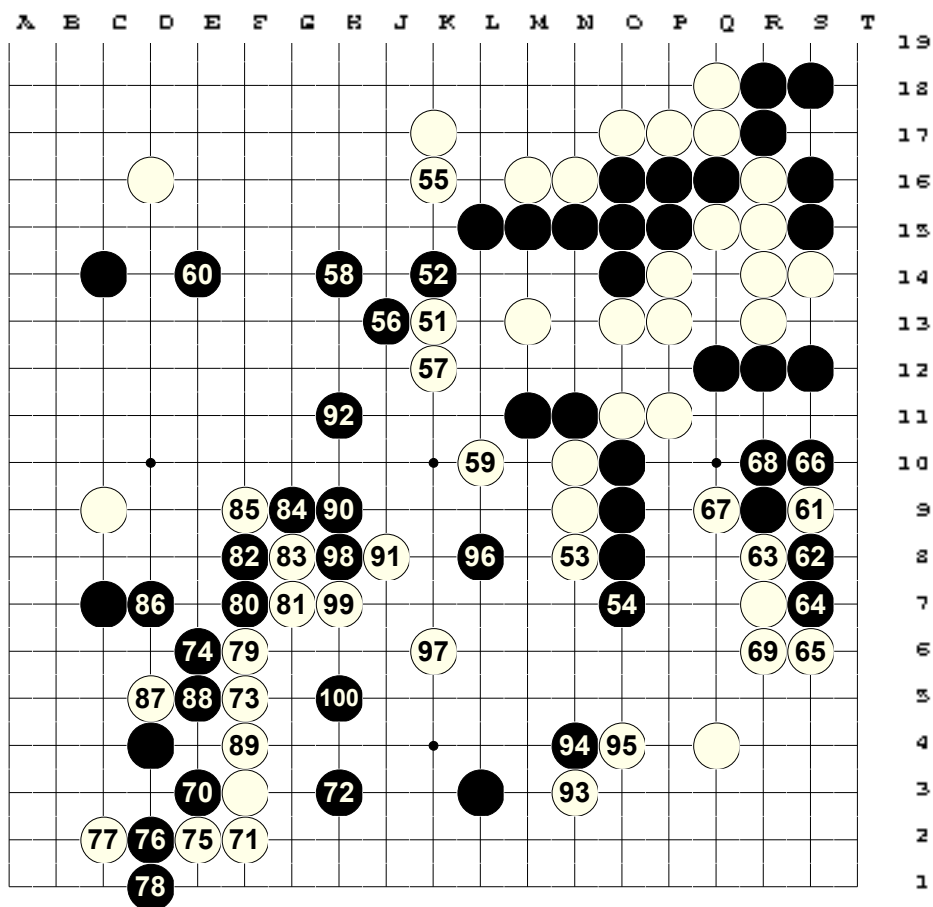


figure 2 (51-100)

White 55: Urgent. K16 prevents B L17.

White 59: W captures B two stones, and B's challenge has failed.

Black 60: Key point. It connects B team at right, and at the same time, it extends B's moyo at the left.

White 61: W E9 would be a move that will take away a target to attack from B, thus making it difficult for B to win. But such an "unhurried" move doesn't seem to fit their "taste." Now S9 attacks; sharp.

Black 62: No way for B to give in here. Otherwise the whole B right team would be "floating."

White 69: W strengthens his lower right corner, and B four stones are cut down. W's fighting beginning with S9 is fruitful.

Black 70: B hopes to build a huge territory at the left by attacking W F3 stone. Only way for B to win.

White 71: F4 would be simpler -- after B E6 and W J3, when B E9 to attack W D9 stone, W has N3 and W's moyo at the bottom looks even bigger than B's moyo at the left.

Black 72: Now B gets this key point (H3). Although W is still better, but it has become complicated.

White 77: W E2 and C2 to leave some aji at the corner, then F6; good order.

Black 84: B F7 and G9 try to fence a territory as big as possible.

White 89: W D5 is a technique. After B E5, then F4. This way, W leaves a good chance to live the corner.

Black 92: Leaving the bottom B stones in danger, B is showing his determination to win by struggle.

White 93: Very big.

Black 94: It's actually not difficult for B to live here. For example, B J5, W J7, and B M5 will probably do it (especially when lower right W corner is not solid). However B doesn't want to lose sente to W, who in turn might do some damage at lower left corner.

Black 96: B just tries to create a complicated fight which might help him to win.

White 97: Good move -- "one stone hits two birds." On one hand it prevents B H8 cut, on the other hand it continues to threaten bottom B stones.

Black 98: If M10, W N5 and it would be hard for B to settle both top and bottom.

Black 100: Tries to settle the bottom team.

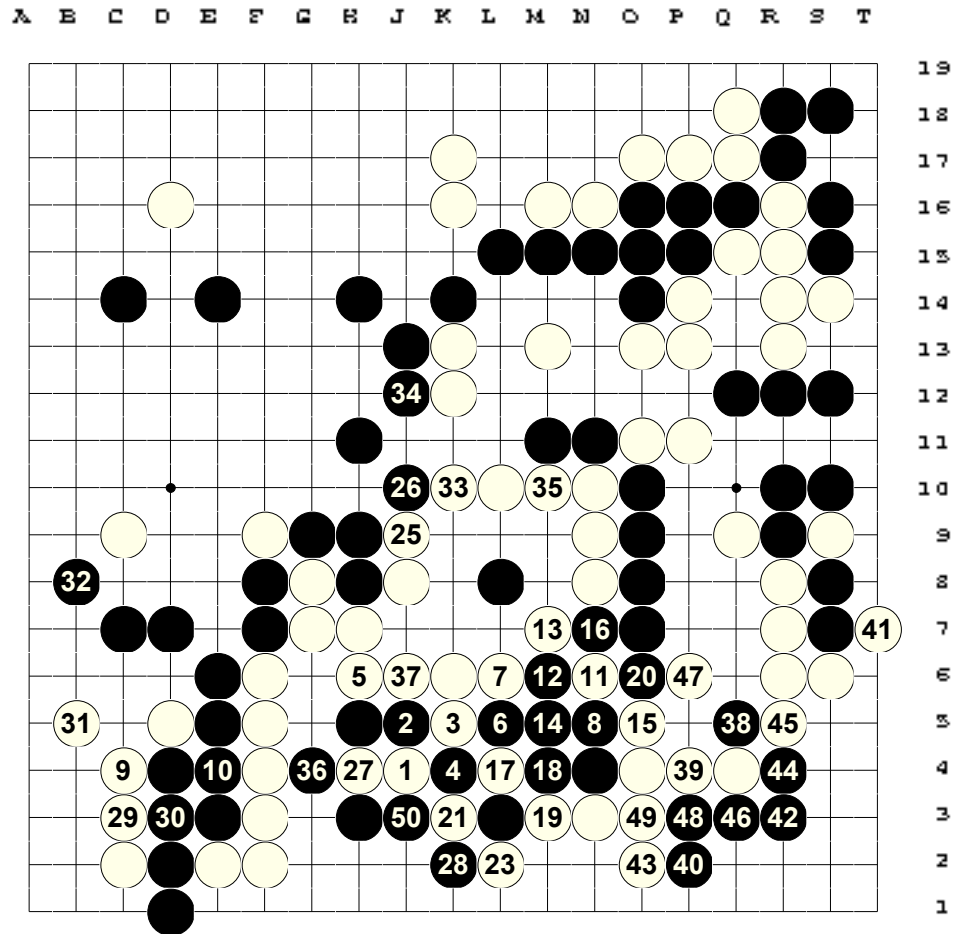


figure 3 (101-150)
22 at 17; 24 at 11

White 101: Common play against H5. W is waiting for B H4, then W H6...

Black 104: ...but B applies strong counterattack. And now W can't play J3, but has to play H6. In other words, W J4 didn't work and should be skipped -- W should have played H6 directly. J4 almost cost W the game.

Black 108: Now B has a good shape.

Black 110: After this W C4 and B E4 exchange, W's next move is very difficult. W O3 seems to be the correct move, but after B M6, W M7 and B N7, B gets either M10 or J6. Another choice for W is M5, but B would then cut at O3.

White 111: W finally decides to abandon all the other variations (Editor: unfortunately I didn't include all of them here) and plays N6.

Black 112: Sharp and powerful, catching B's weakness in time. A normal feeling for B here is to play O5 instead, but O5 wouldn't do any good for B here.

Black 124: To here every move seems certain. Although W makes an ugly shape out of B stones, his own stones have weakness everywhere.

White 127: Prevents B J6; no choice.

Black 128: Too greedy! B doesn't want W to settle cleanly with just one move (H4), but B M10 would be as big as K2. And W's only move against M10 would be K2. Then B has K7 and L7, and K10 is yet another sente (W has to play Q10). This way, W would be winning.

White 131: W lives the corner in sente.

Black 134: Since W F10 is sente, B has to play J12.

White 135: W thus fixed his weakness. B K2 probably cost him the only chance to win. Worst yet, B hasn't got sente.

White 137: W could have skipped this move to play somewhere else, but he doesn't want B to get 2 points here in sente -- not giving up even inches.

Black 140: B Q5 and P2 try hard to get sente. Now, for example, if W plays Q2 next, B can play another place right away since B O6 group can live. If W plays O2 next, after B R5 and W R4, B can again skip a move here since B has a way to connect with S7 stones.

White 141: W believes B would have to play T9 here. After that, whenever B skips a move, W can kill B O6 group. However B can in fact skip T9 since B has (after W T8) P10 and Q11 sente to live right group. Fortunately for W, this miscalculation will not hurt him.

Black 142: Seems incomprehensible. Normally should cut at O3, but W O2 would be a good move, and B still doesn't get the sente. Now R3 is hoping W to play R4, then B O3 would get the sente.

White 143: But W has a strong move in O2.

Black 150: To here, B paid about 10 points (losing Q5 and yielding T7 to W) at the right to get a corner that is yet clean (W still has S2). More importantly, B is still gote. So the conclusion (by Chen 9p) is that B failed in this fight at lower right quadrant.

(Editor: This fight from W #93 to B #150 is the most complex and most difficult fight in all Dang Hu Games. When Chen 9p made the above conclusion, he was not very confident. "Save for later people to study further," he also said.)

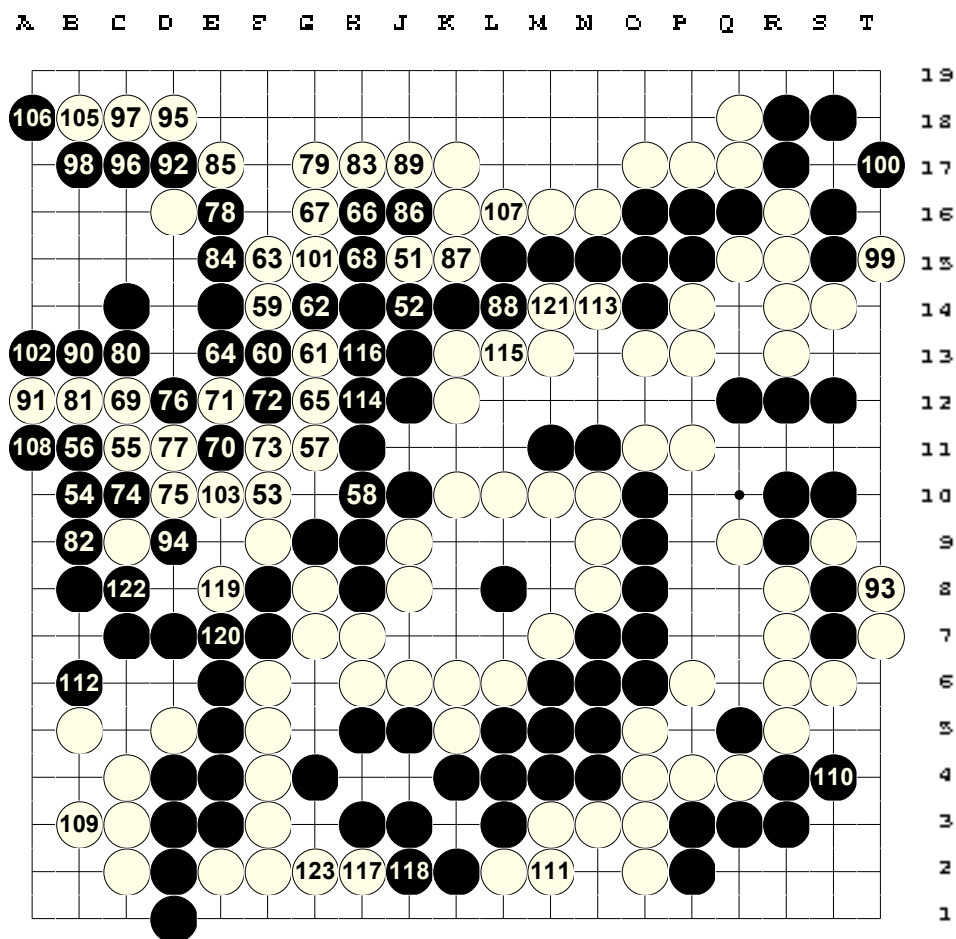


figure 4 (151-223)
104 at 71

White 151: With this sente, W starts actions toward B's "headquarter" -- B's left moyo.

White 159: W's long waited move.

Black 160: Only move. B can't play F15.

White 161: Good move.

Black 162: No choice. If B F15 instead, after (W first) G14, G15, E13, F12, G12, E15, and D12, W has two eyes for sure.

Black 166: B again has no choice. If B G16 instead, W has G15. B might eventually get the corner, but his big team (J14) would be in danger due to lack of liberties.

White 169: Good timing test. If B answers with B12, W can either live inside with sente or create numerous ko threats -- thus guarantees the living of W lower left corner -- plus, W T8 would kill B right.

White 171: Good move.

Black 178: W's E12 shortened B's liberties, and B has to play E16 here.

White 179: W thus easily gets to play G17.

White 183: W is now clearly winning.

White 193: If W plays D9 instead, then it's a seki between W D9 group and B J14 group. Now W T8 kills B right, which has about the same value (as seki).

White 223: White wins by 6.5 zi (13 points).

The 9^o game in the Dang Hu series.

White: Fan Xi-Ping

Black: Shi Xiang-Xia

1739, Dang Hu, China

komi: -2

result: W+9

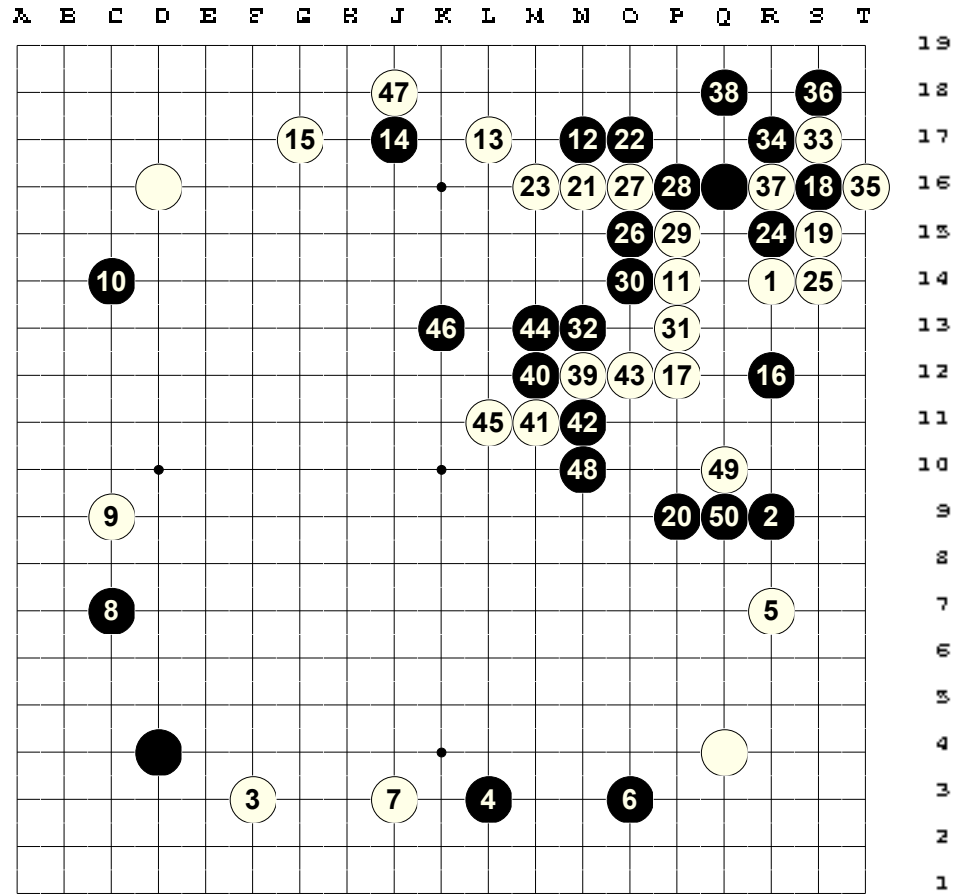


figure 1 (1-50)

Black 12: From modern point of view, W P14 to exchange with B N17 is a disadvantageous move territory-wise. But ancient players liked P14 since now P9 would be a good point for W.

Black 20: Apparently, both sides think that P9 is important.

White 21: Powerful. It covers B's corner; at the same time connects with his own stones, thus isolating B J17 stone. Therefore, looking back, B R12 was questionable. It should be at N15, and when W P9, B Q11.

Black 22: No choice. O16 would be a common method for B, but that would hurt J17 stone even more.

Black 26: If O15 is skipped, W would have S17 to squeeze B corner, and B J17 stone would be swallowed. Still O15 is somewhat awkward, although it's B R12's fault.

White 37: To here, W is almost alive, and the effect that B cut W has been greatly reduced.

White 45: The last few W moves are solid and strong, thus W is in the driving seat.

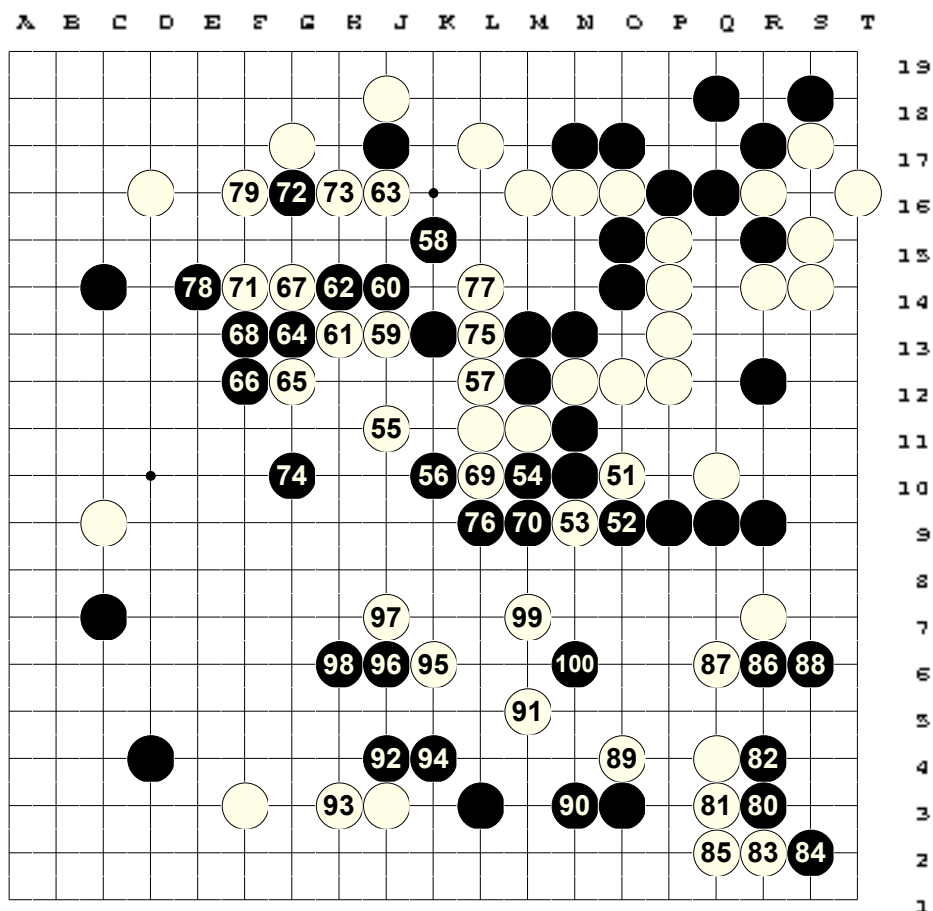


figure 2 (51-100)

White 53: W Q10 first then O10 and N9 are good moves that take care of both offense and defense. Without O10 and N9, B could play Q15. Although W S11 would be a good move in this case, B R11 would force W to play S12 and B would become very thick. But now with O10, when B R11, W could play R10 cut.

Black 56: B is hoping W to connect at K11, then W could prevent W L9 with sente.

White 57: W sees B's plan. Now if B L13, W J12 and B's escaping path would be narrow.

White 59: Should play J16 directly.

White 63: W can't play G13 but has to play J16 to capture B stone. Painful.

Black 64: Powerful. To W, this is J13's fault.

White 65: Too strong. Should be at H11 to "wait and see," and W would still be leading.

Black 66: Strong move.

White 67: W is now "on tiger's back"; no way but cut to fight.

Black 74: Great move. Only way to "cover" W.

Black 78: To here, B determinedly gives up nine stones. Although that's a 30-point loss, but B manages to relieve a heavy burden, gaining a remarkable outside potential. Plus B has the sente. B is now in a much better shape.

Black 80: Severe.

White 81: Normally, facing a strong potential that B has now, W Q3 would play R4 (followed by, B first, Q3, P4, P3, and P6) to try to live. But one, this (R4 etc.) probably wouldn't fit the ancient style; two, W must not be optimistic about his game, so he decides to risk and cut B apart.

White 91: W tries to use offense as defense. Very tough.

Black 94: Can B N5 (instead of K4) to cut? The variation here is extremely complicated (Editor: sorry I am skipping these variations again *giggle*) and the result is not in favor of B.

Black 96: Again it's not a good time for B to play N5.

Black 98: L6 here seems to be a better move for B. B H6 intends to give the whole W group an attack, but it's not as tight as L6 would be.

White 99: W finally gets a break.

Black 100: Sharp, but a little bit late.

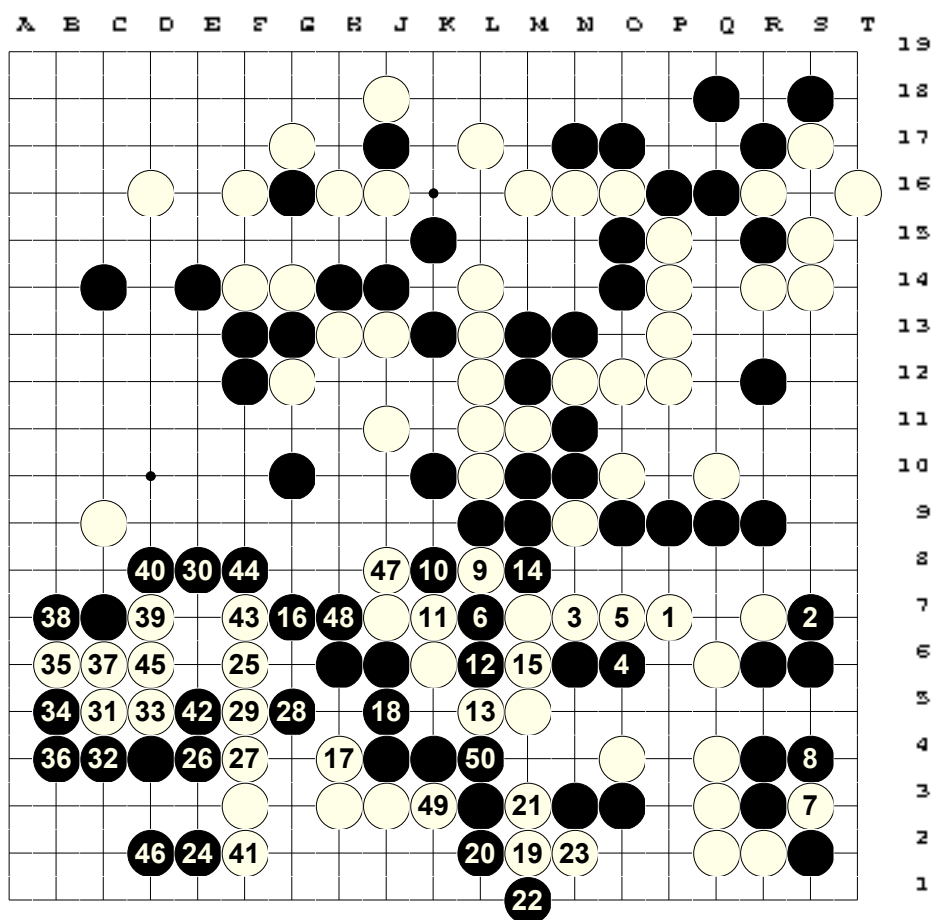


figure 3 (101-150)

White 109: Only way to prevent a B cut after B L7.

Black 112: Seems to be a miscalculation by B. But in fact it's a hard-thought, deep move. L6 deprives a possible eye at L5 for W, and it also prevents W from skipping a move here to play D2. However, W now has M2, but that won't deny the fact that a move at L6 first is better than B M8 directly.

Black 120: Absolutely. If M3, W K3 is good order, and B wouldn't be able to attack bottom W team.

White 123: Good.

Black 124: If B plays O2 instead, W L4 is sente. Then when B K3, W N1 to get three B stones. Or, when W L4 cut, B plays N1 instead, then W K3 to cut down B group and kill it. Now B turn to play E2 to attack W team. This is probably the last fight for B; that is, if W lives here, B's territory won't be enough.

Black 126: Prevents W D3. Black 128: Necessary. If B E8 directly, W can live.

White 131: Seems to be incomprehensible. Normally W D6, but then B B5 is a good move and W can't escape. After thoughtout study, W C5 is found to be an most extraordinary move. With this move, W team is out of danger.

Black 132: B certainly wants to play D6, but after (W first) D5, E5, E6, C4, D7 and C6, W has F8. Black 136: Neither E5 nor C6 here would work for B.

Black 146: No choice. If B tries to damage W's eyeshape here, W plays D2 and B later might have to live the corner with a ko -- and W would then have no problem to live by playing this ko.

White 147: Good move. Aiming a cut at G8, also prepares a way home.

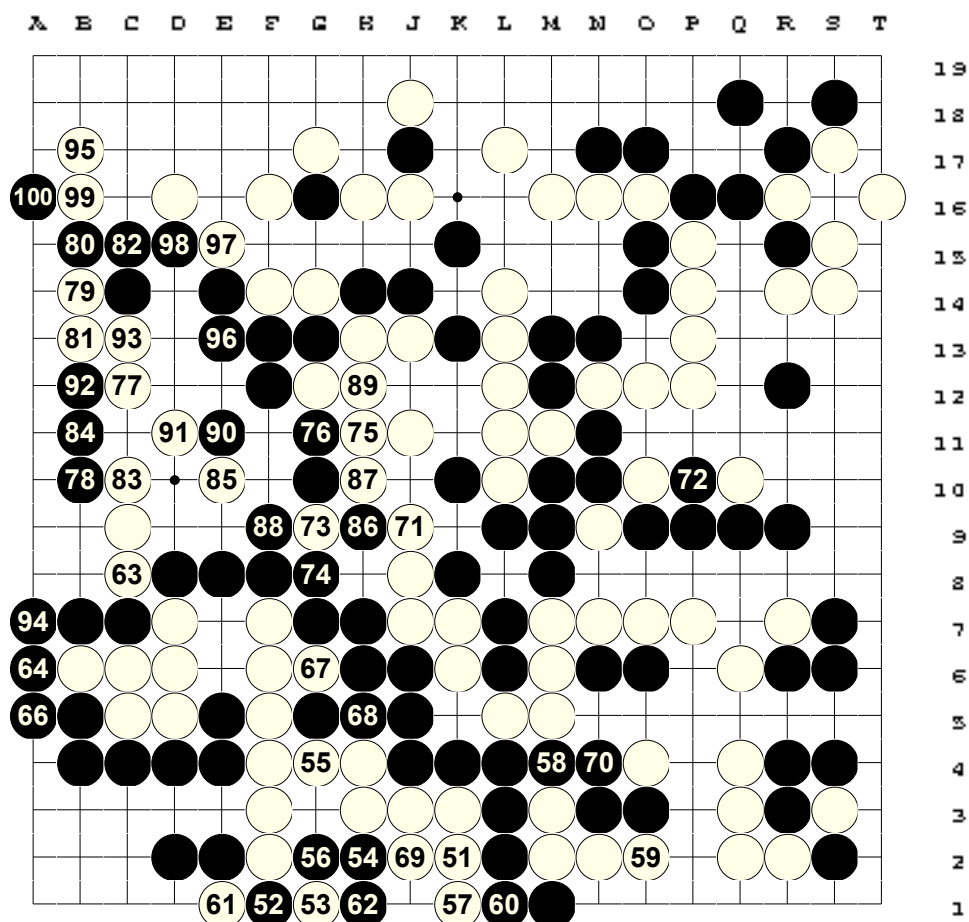


figure 4 (151-200)

65 at 52

White 151: K3 and K2 are the only way to live.

Black 152: If B plays G4 instead, W would throw in at L1 to create a ko. Since W has C8 cut, B has no way to win this ko.

Black 166: Again B has no choice. If B tries to kill W here, W has A5 then D1 to kill B's corner.

White 177: W starts to utilize a few dead stones here to fence the upper left corner. Thus W's victory is in the bag.

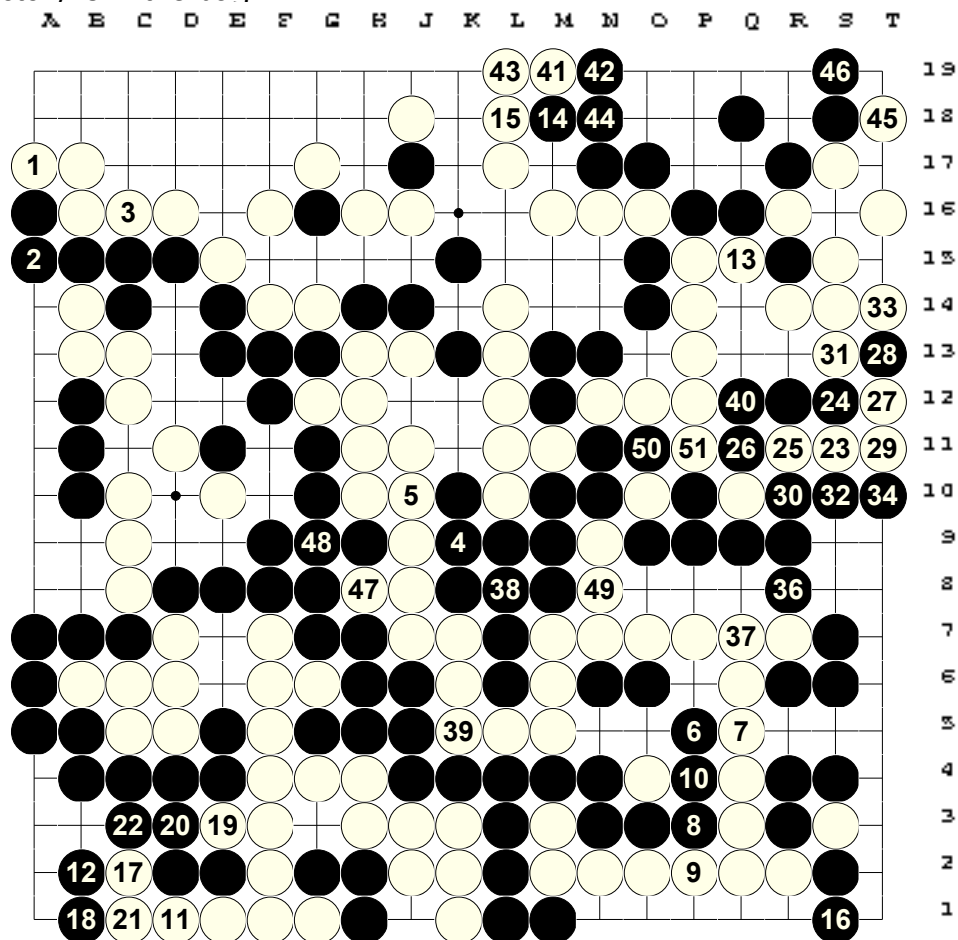


figure 5 (201-251)
35 at 28

White 251: White wins by 4.5 zi (9 pts).

Overview: Both sides had questionable moves, but there were quite a few good moves as well. For example, W #51, #53, and B #74 etc. Especially W #131! If I (Chen 9p, not the editor :-)) can learn just this move, I would be greatly satisfied.

The 10^o game in the Dang Hu series.

White: Fan Xi-Ping

Black: Shi Xiang-Xia

1739, Dang Hu, China

komi: -2

result: B+5

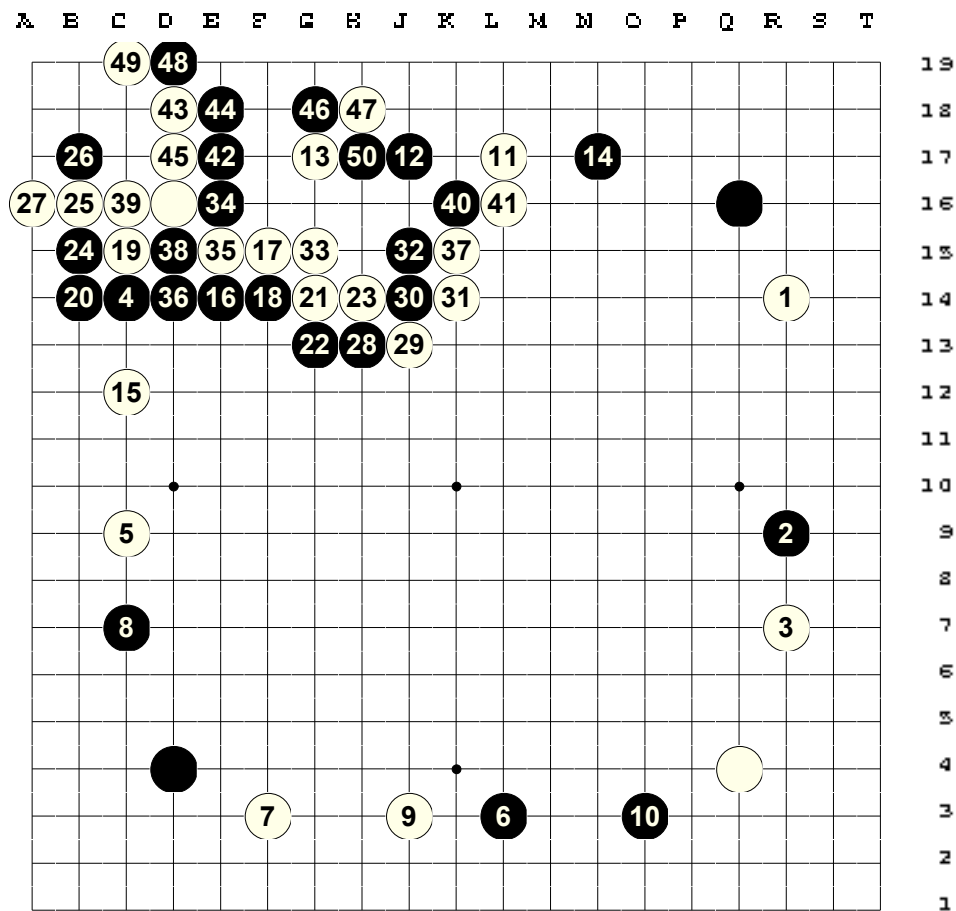


figure 1 (1-50)

White 15: To here, it's a typical ancient opening.

White 19: The order of W F15 and C15 doesn't look right; W C15 *then* F15 seems to be the correct order. Now B can play B15 then D15, and later when B G15, W F16, B J14, and W L17 is isolated. Had W played C15 first (without W F15 and B F14 yet), when B B15 and W B16, B would have to play B14 instead of a possible D15.

Black 20: But B plays B14 here. In other words, both players didn't think that there is anything wrong with the order of W F15 then C15. Later, however, they changed their mind and started to adopt the "correct order" of W C15 then F15.

White 23: Thin. H15 would be thick. Now B has ways to invade W corner.

White 29: Too strong. W tries to emphasize F13 cut here, but W has weakness in his own stones. Fan, playing W, abandoned this move in his later works.

Black 30: B counterattacks immediately.

Black 36: B E16 and D14, good. Not only repair B's holes, but also leave stones at W's corner.

White 37: It seems that W should play E17 to take care of one B stone, but to let B play K15 is unbearable.

White 39: No choice. W can't give in a bit (like to play D17) here since B J14, J15 and J17 three stones are not completely captured.

Black 46: If B plays D19 now, it would be no good. Without G18 first, when B D19, W would have G18 later.

White 47: Only move. If H16 first, B simply J16. Then when W H18, B F17 is good. Thus B would create a ko, and W wouldn't have any ko threats while B has at least one in J12.

Black 48: Good timing. Normally, W will have to get B19 now to live, but in this shape, B would have G16. White 49: So W has no choice but atari. White to play next.

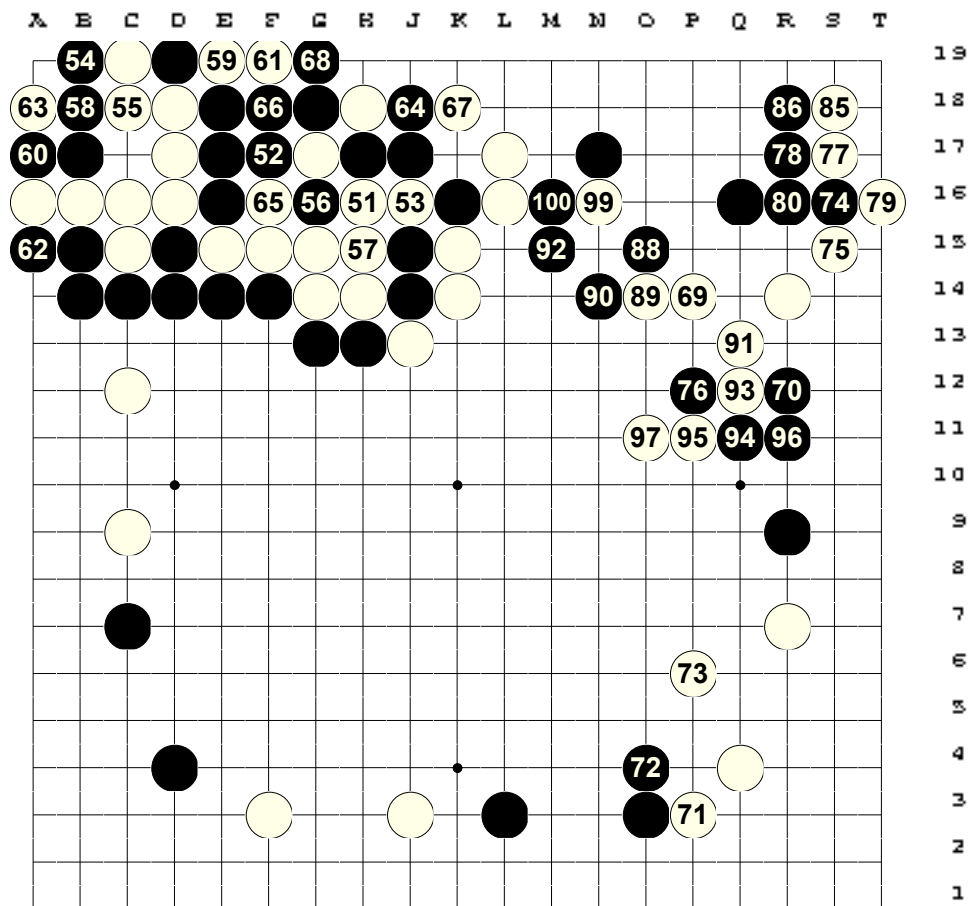


figure 2 (51-100)

81 1 point right of 52; 82 1 point left of 59; 83 at 59; 84 at 56; 87 1 point right of 52; 98 at 56

Black 54: Thus B gets a great move in B19 after H17 and F17. Without D19, this sequence might work too, but the result wouldn't be the best.

White 55: No choice. If E19 instead, B can play G16 first, then C18, and W corner is killed.

Black 60: Key. If atari at F19, W A18 and it becomes a seki.

White 67: Mistake. Should play G17. Although B can create a ko no matter W plays G17 or K18, but with W G17, it would be a more difficult ko for B to win (or an easier ko for W to win). Now with K18, W gives the ko advantage to B. W K18 is a casual move.

Black 68: B gets an advantageous ko in hand, so B is clearly successful here. However, W corner is not completely dead yet, plus B's upper right corner is still thin. Therefore, it's still too early to judge that B's situation is optimistic.

White 69: W could also consider R17. But that way, after exchanges at the corner, W wouldn't be able to take the advantage of W's thickness at the left. Now W P14, hoping to attack B R9 by threatening B's upper right corner.

Black 70: B's corner was already thin before W P14, so B should strengthen his corner here, it seems. B R12 is rather unexpected, showing a great deal of toughness -- also showing his confidence to live the corner. Indeed, W's invasion into the corner right now wouldn't be effective.

White 73: So W decides to give B R9 and R12 two stones some indirect pressure by strengthening his lower right. If W can generate plenty of ko threats during the process, he can hope to gain by playing a ko with B at upper left.

Black 76: B S16 was sente, and B is able to play P12. Thus W loses apparent attacking targets.

White 81: Since it's hard for W to continue to attack, W G17 is to test B's response.

Black 88: B H19 would be steady and solid. O15 is to use offense as a defense, quite severe. However it's very risky since now W can make the upper left a tight ko at anytime, and if B is to lose this ko, eh's lose territory worth nearly 60 points. Why so risky? Apparently B isn't optimistic about the situation.

White 91: A cool move to prevent a B cut at Q14.

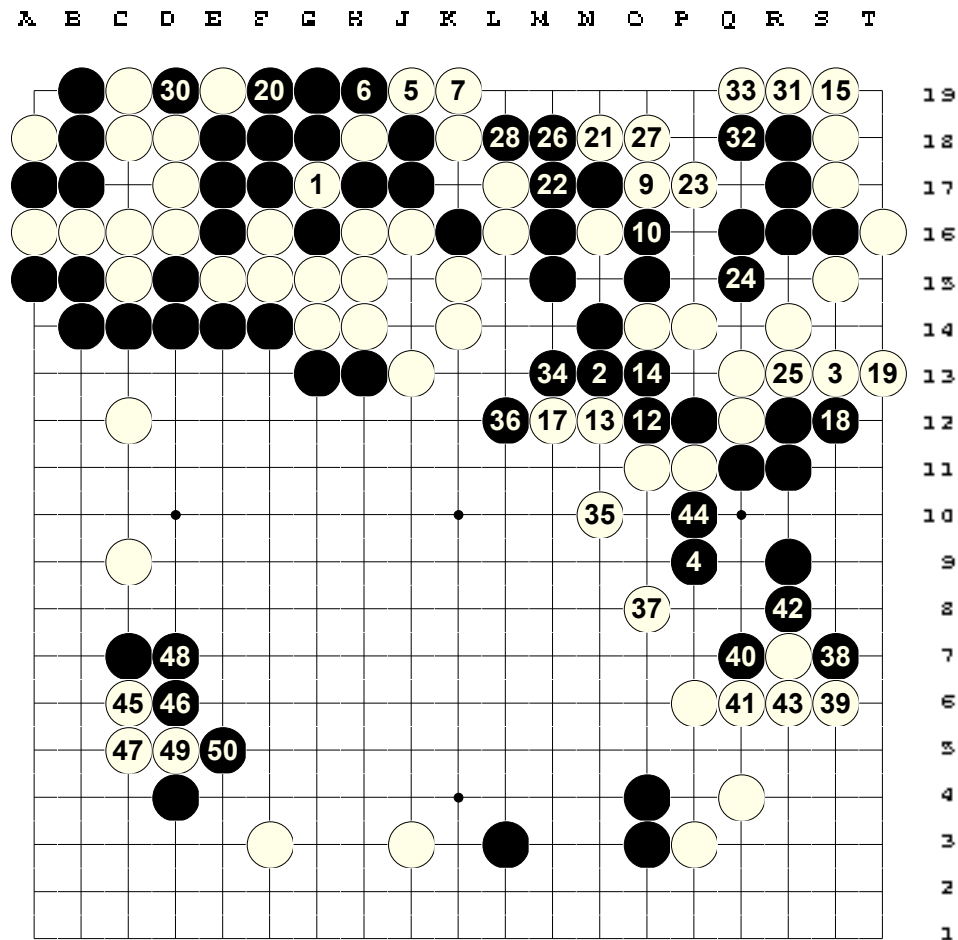


figure 3 (101-150)

8 1 point below 1; 11 at 1; 16 1 point below 1; 29 at 1

White 105: Both sides struggle for the ko. To here, W thinks it's time to make it a tight ko.

Black 112: Should look for a ko threat at J14 instead.

White 113: Great move. Obviously, W had foreseen this move when he played Q13 (#91).

Black 114: No choice. If N11 atari, W can ignore it and finish the ko -- when B R13, W has P15 then R15 to live.

White 115: W could also consider G16 connect to finish the ko -- although that means to give up the upper right corner, W would gain sente to play G11 key point to attack.

White 133: To here W damages B's eyeshape with some clever moves.

Black 134: Only key point to ensure an eye.

White 137: W turns to attack B stones at the right.

Black 144: To here B lives at the right, and the fight here comes to a pause. B captures upper left, thus leads in territory. But W has also gained: 1. Lower right; 2. Weakened three B stones at the bottom; 3. Upper right B team is not completely alive; 4. Upper left W team is not completely dead, providing numerous ko threats.

Black 146: Not too good. Normally against this type of "3-6 invasion" (C6), B should play C5.

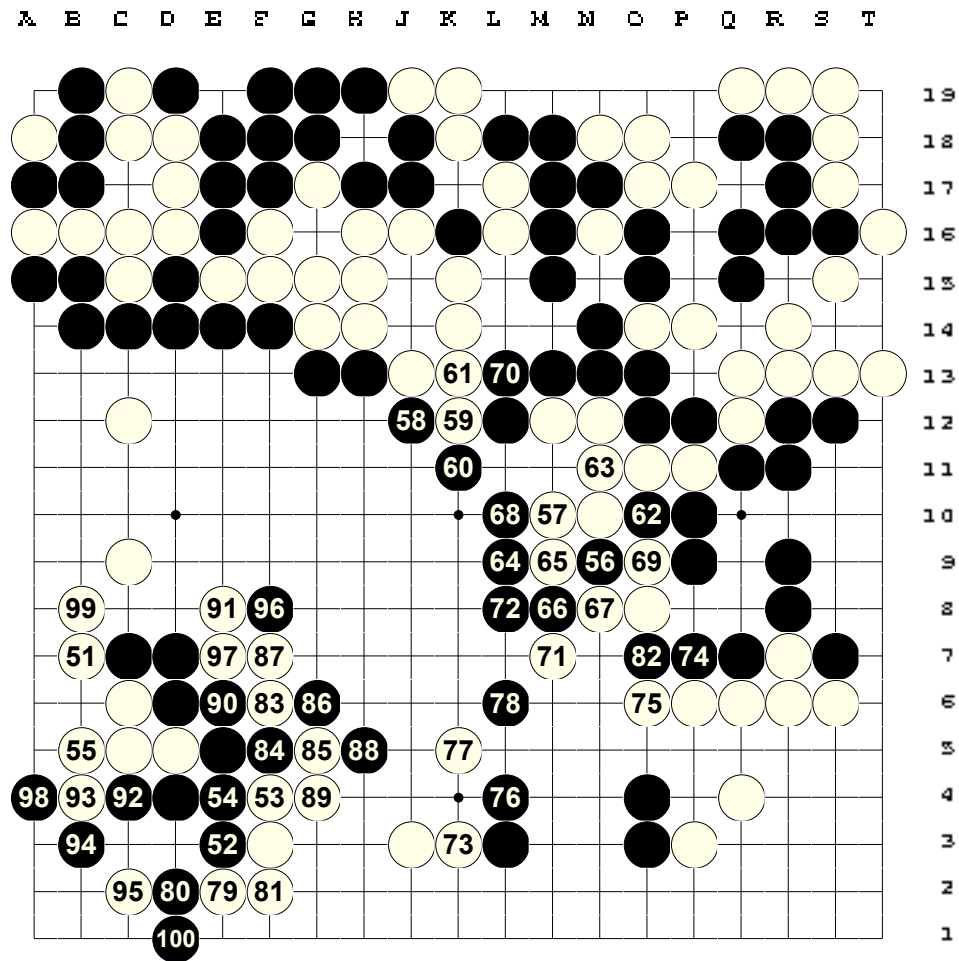


figure 4 (151-200)

Black 152: Seems to be the absolute move, but it's in fact questionable here. B could try B8 to isolate W C9 and C12 two stones. That way, who's leading would be unclear.

White 155: To here, W has greatly strengthened his two stones at the left, while B's corner is almost gone. W is successful at this corner.

White 157: W tries to save five stones. Wrong decision. Should play C3 to get the corner and thus deprive the "root" from lower left B team.

Black 164: These B moves are tight and strong.

Black 170: To here, although W manages to save a few stones, B's middle is considerably thickened, thus the lower left weak B team gets a big help. Moreover, the upper left "store of ko threats" for W has lost its value (later when B takes D16 stones, W will have to play L15 to make an eye), and B has P7 to threaten a cut. B has turned it around to take the lead.

Black 178: Nice. Make it difficult for W to attack.

White 179: And W has to strengthen his own group; no choice.

Black 182: If B plays C4 to live the corner, it would be enough for him. Now B O7 attempts to "win it faster."

White 183: If connect at N7 immediately, B has K4 first then N6 cut, and W wouldn't have a good answer to it.

Black 186: B F5 and G6 are too strong. Should calmly connect at E6.

White 191: B now has to live inside. Quite a loss by B.

White 195: W C2 is to force B to make B A4 and W B8 exchange, thus to strengthen W's outside.

Black 196: Extremely good timing.

White 197: No choice. If atari at G7, B has B2 to get more liberties at the corner first, then B D9. At that time, B E7 cut would be severe.

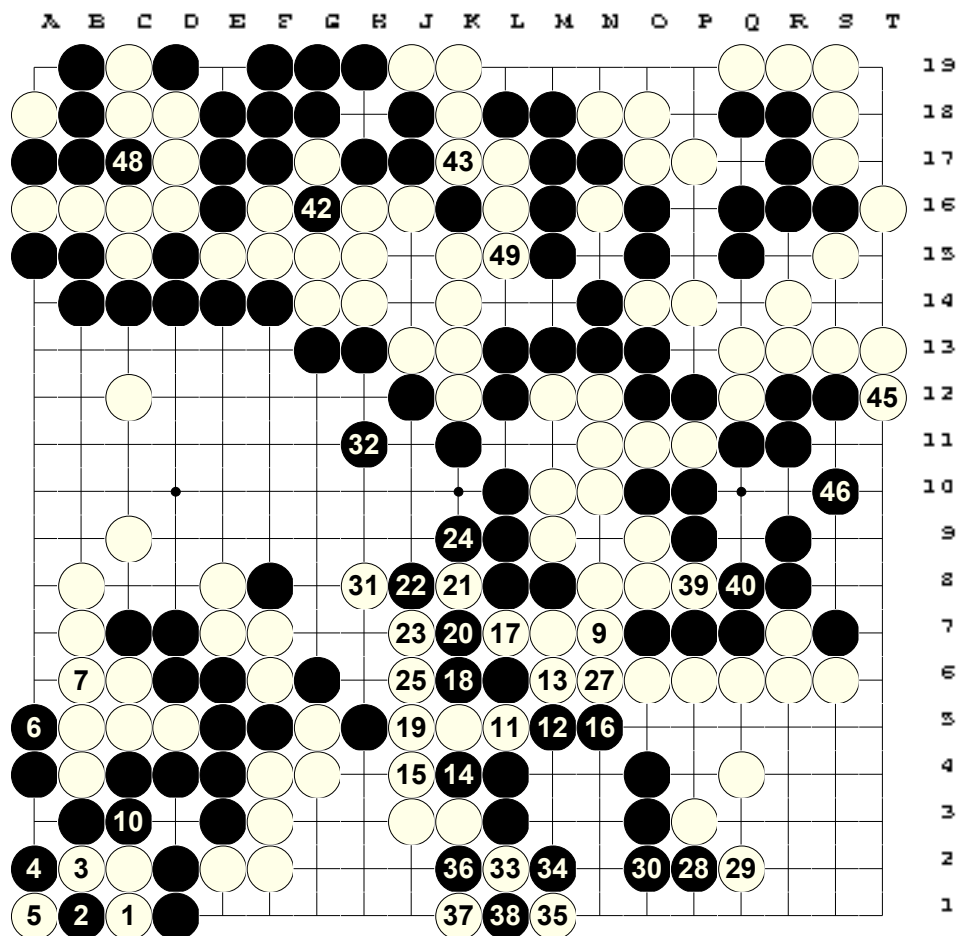


figure 5 (201-250)

8 at 2; 26 at 21; 41 at 33; 44 at 38; 47 at 33; 50 at 38

Black 204: Ko to live for B.

Black 210: W N7 saved a few stones, and B has to finish the ko here.

White 231: W gains at lower left. B's loss here is due to a couple of too strong moves by him earlier.

White 235: W is not careful. Very likely another casual move by W (Fan). W thinks that this will be a "worry-free" ko for him, but in fact he's short on ko threats. W should play K2, and when later get the sente, W can play F9. This way, it would be very close.

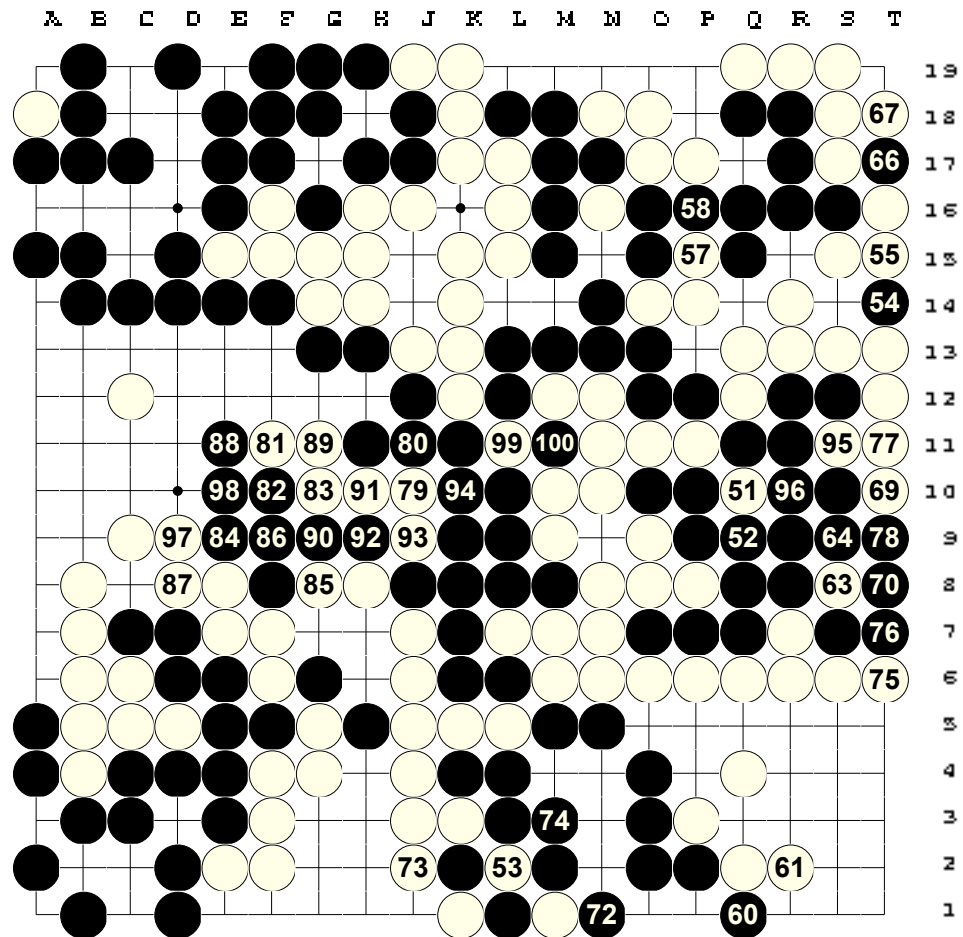


figure 6 (251-300)

56 1 point below 53; 59 at 53; 62 1 point below 53; 65 at 53; 68 1 point below 53; 71 at 53

White 257: W loses half point here.

White 261: Here W loses 2 points.

White 269: Another 2-point loss by W.

Black 272: B decides to give in. On surface W wins the ko, but the ko is worth only less than a point, while W has lost 4 plus points during the process.

White 299: Ko again. The result is that W will lose a little bit, and at the end, W will lose the game by 5 points.

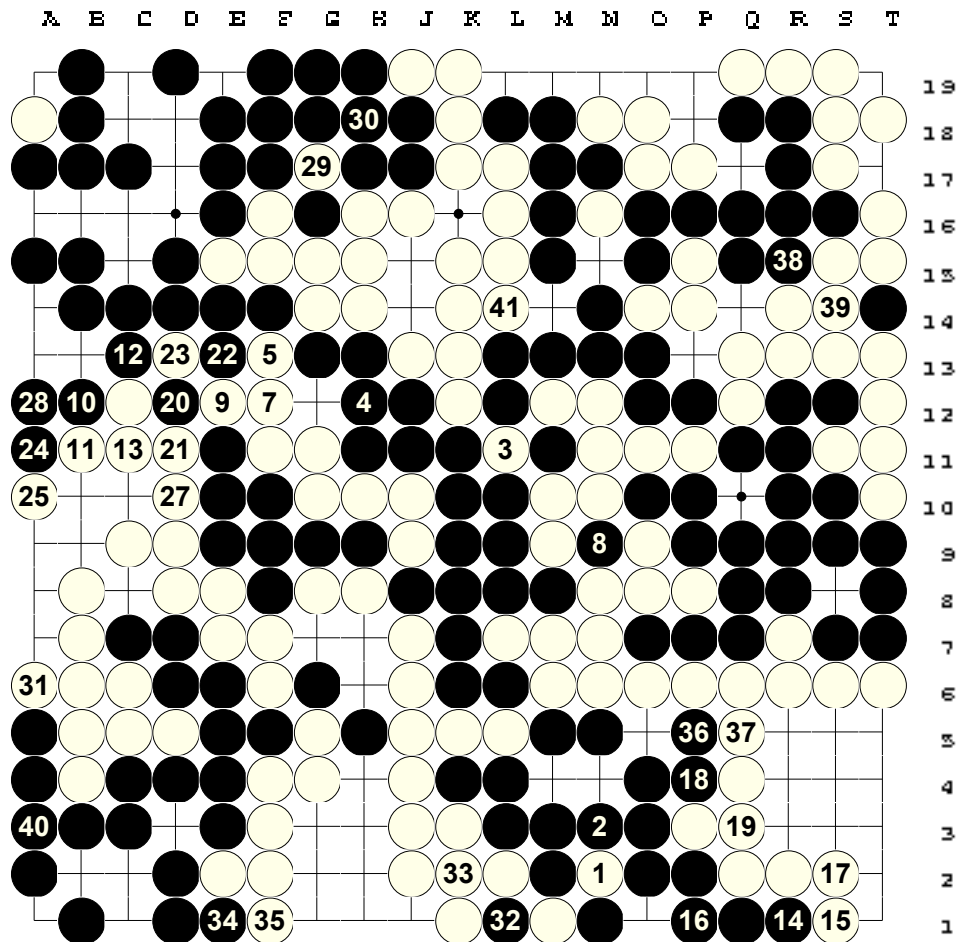


figure 7 (301-341)
6 1 point right of 3; 26 at 20

White 341: B wins by 2.5 zi (5 points).

Overview: In this game, the variations at upper left, upper right, and lower left three corners were interesting and spectacular. A remarkable fact was that even W seemed to lose at the upper left, from a global point of view, W wasn't exactly lagging. In other words, Fan and Shi had the ability to control the global situation over local details. They once again lived up with the title of "Great National Hands".